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STRATEGY GUIDE  
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**NINTENDO DS  
AND  
SONY  
PSP**  
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Mild Violence

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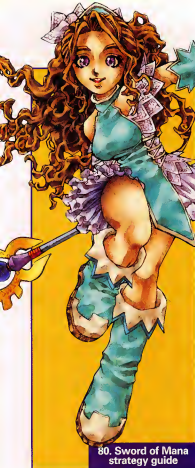
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## WELCOME

**T**he Pocket Games staff has been awfully busy lately. Not only are games pouring in from every direction (hence our special review issue here), but it also seems like each day brings the unveiling of yet another new handheld system. Tapwave's Zodiac, Tiger Telematics' Gametec, and Sony's PSP are all following Nokia's N-Gage into the handheld market, which is currently dominated by Nintendo's Game Boy Advance.

That said, Nintendo dropped a bomb on us just before this issue went to press, announcing that it too would have a new handheld system, the Nintendo DS (short for dual screen), on sale by the end of the year. Supposedly, the DS will have two screens capable of working independently of one another.

Imagine never having to pause a game to bring up a map or being able to choose a play in a sports game without your friend ever seeing it.

While many will speculate that this radical design feature is a desperate attempt by Nintendo to bring attention to their new system, I feel it's something that needed to be done a long time ago. Games and gaming systems need to expand and evolve in spectacular ways, and they can't do that pigeonholed into existing design parameters.

It's time for gaming to evolve to a new level—a level where gameplay is principal to graphics and sound. Bold new hardware designs will force game developers to completely rethink their games, allowing a whole new and exciting breed of videogames to take shape.

—Dan Peluso

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 GBA Central 90.0%

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GAME BOY ADVANCE



# NINTENDO DS ANNOUNCED

Nintendo surprises everyone by announcing its upcoming innovative portable system

**W**hen word broke that Nintendo would unveil a "mystery" product at the 2004 E3 show, speculation ran rampant. Company officials stated it wasn't a next-generation system and heralded it as an innovation that would change the way people look at games.

No one realized that Nintendo was speaking literally.

Code-named the "Nintendo DS," this new portable will use two screens simultaneously to allow for innovation in handheld gaming. The design on this page as well as many of the features listed are strictly speculation on the part of Pocket Games editors. However, the following information comes straight from Nintendo.

The system, which will launch worldwide late in 2004, will utilize two 3-inch TFT LCD screens with two processors and up to 1 gigabit of semiconductor memory. The screens, Nintendo says, will allow players to "manage their game progress from two different perspectives, enhancing both the speed and strategy of the challenge."

There are many possible applications for this technology. For example, sports games could allow players to see the entire field on one screen and a tighter perspective on the other. Or perhaps RPGs could display maps and menus on one screen while the action takes place on the second, allowing for more streamlined gameplay.

While still quite vague, Nintendo President Satoru Iwata explained the system, saying, "We have developed Nintendo DS based on a completely different concept from existing game devices in order to provide players with a unique entertainment experience for the 21st century."

**"We have developed Nintendo DS... in order to provide players with a unique entertainment experience for the 21st century"**

While Nintendo says they will be marketing the Nintendo DS separately from GameCube and GBA, we at Pocket Games have our own wish list for the mystery system, as you can see from our sketch on this page.





# SONY PSP

The gaming empire strikes back with an all-encompassing portable media machine!

**E**ver since the announcement at last year's E3, information on Sony's upcoming handheld, the PSP, has been sparse at best. Fans are now anxiously awaiting the official launch at May's E3 show.

What we know regarding the system hasn't changed. Built around a widescreen (16:9) 480x272 pixel TFT LCD screen, the PSP remains the only system confirmed to use optical disc technology to deliver media.

The small (60mm) 1.8GB UMD disc provides a slick and convenient means for content delivery. Supporting MP3 audio and MP4 video playback, discs could contain games, music, movies, or even a combination of the above. Imagine an album that includes a few videos and a special version of *Amplitude* or similar rhythm game. The possibilities are awe inspiring.

The unit will be compatible with Sony's memory stick media, great for making your own MP3s, and will include a rechargeable lithium-ion battery for a good amount of playtime.

However, other than the official details released nearly a year ago, Sony has offered few new tidbits to satiate our growing curiosity. Speculation abounds and the Internet is abuzz with rumors regarding

increased memory, processor speed, and even screen size.

Additions such as Bluetooth wireless functionality seem logical, but others, like a huge flip-up screen à la GBA SP, seem much more far-fetched.

Recent conceptual artwork shows the system with a flat control pad and buttons similar to those found on the Apple iPod, but it doesn't seem these would be particularly

**Sony is well aware that all eyes are aimed in its direction... other companies will do their best to match or beat the power of the PSP.**

conducive to fast and furious gameplay.

The other question driving the gaming populace crazy is price. It would seem, giving its ambitious specs and functions, that the PSP is destined to be an expensive beast. Price points of \$300-\$400 have been bandied about with speculation of just how high is too high for a portable entertainment device. And early reports state that this system will not be sold at a loss, even in the earliest days of release. This goes against the

## TOP 5 PSP GAMES WISH LIST



5. **MADDEN NFL** - How cool would it be to link up and play this on a bus trip?

4. **SSX** - Don't be surprised if there's a PSP version of this adrenaline rush at launch.

3. **GRANTURISMO** - We'll settle for GT4 to be released sometime soon, but we would love to play this on the road.

2. **JAK AND RATCHET** - Team up Sony's two great platform heroes in one adventure.

1. **FINAL FANTASY VII** - A lot of people missed out on this PS1 classic. A portable version would be great for busy lifestyles.

traditional pricing strategy for system launches, where hardware manufacturers take a loss on the system and make that money back on royalties from software sales. Sony remains mum on almost all matters pertaining to the PSP, however, merely reiterating its position that it expects the PSP to be "the Walkman of the 21st century."

Certainly, the upcoming months are going

to be crucial as companies rush to finalize their specs before E3 and prepare for the all-important holiday season.

Sony is well aware that all eyes are aimed in its direction, and whatever the final specs of the system, other companies will do their best to match or beat the power of the PSP. This competition means better games and systems for consumers and should lead to an amazing holiday season in 2004. One we're sure to cover right here.



# GAMETRAC

**From across the pond comes this surprising entry into the growing handheld market**

**I**t would appear that 2004 is poised to be the year of the handheld. It seems that everyone and his brother are developing new systems, trying to pack in more features than the last guy. Right now, most of these systems exist only on paper so it's difficult to tell which are going to deliver.

One system announcement that came out of left field is the Gametrac from Tiger Telematics (not to be confused with Tiger Electronics). Developed in the U.K. and unveiled at the January CES in Las Vegas, the Gametrac boasts the fastest processor currently announced for a handheld (400MHz) and a high-resolution 2.8-inch TFT LCD screen, on par with screens on the Zodiac and the upcoming PSP.

The Gametrac uses the Windows CE operating system, which should allow for easy translation of PocketPC titles and simplified development of exclusive content.

Like many of the other systems, the Gametrac offers features such as Bluetooth wireless connectivity, SD memory card storage, and MP3 and video functionality.

Additionally, the unit incorporates a digital camera and—in a first for a portable gaming system—a GPS receiver. Tiger Telematics

claims that it's developing an innovative title that will take advantage of GPS as part of the gameplay, but it's still unclear exactly how this function will be utilized.

Tiger Telematics touts the system's messaging capabilities through an "always-on" GPRS network. Both SMS and MMS messaging are included, although it is unclear if there will be any additional charges for using these functions.



**The Gametrac boasts the fastest processor currently announced.**

Gamers will be familiar with the system's layout. Like other systems of this type, there is an eight-way control pad on the left, four face buttons on the right, and two shoulder buttons for additional control.

The Gametrac is scheduled to be launched in the U.K. in April or May with a U.S. launch following by the end of the year. Unfortunately, there is no information regarding specific titles yet, and the company will only say that it anticipates 10 titles available for the U.K. launch and at least twice that by the time the system shows up

in the States.

At this time, Tiger Telematics has not announced a price for the system, but the features suggest a price point in excess of \$200. There is also no word as to what sort of software will be included with the package.

It may be too early to tell what sort of impact the Gametrac will have on the handheld market, but the promised specs and features add up to a system worth watching in the future. Look for more information to come out of the E3 convention in May.



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# TAPWAVE ZODIAC

**More than just a Palm Pilot on steroids, the Zodiac offers amazing promise, if not substance**

**T**he first thing you notice about the Zodiac is how pretty the system is. The slim unit is dominated by its large, bright screen. At 3.8 inches, the screen offers a fantastic 480x320 resolution and is viewable in both vertical and horizontal modes.

Available in 32MB and 128MB configurations, the Zodiac is exceptionally powerful as a PDA. Adding in the dedicated ATI Imageon graphics processor and proprietary 3D engine only enhances the unit's power and potential.

Two slots on the top accept SD memory

for slick wireless-multiplayer gaming.

The unit itself is reasonably comfortable to hold, although the thin design, along with stubby thumbstick, did cause some hand cramps, which we didn't experience with GBA or N-Gage. This is nothing a short break didn't take care of, but those with meaty mitts might want to take notice.

A couple of other minor complaints come with the floppy screen cover, which doesn't protect well and comes off too easily, as well as with the way the stylus snaps on to the back of the system. Since it also

features like the MP3 player, make this a worthy system.

Ultimately, the Zodiac is perfect for those looking for the coolest and most powerful PDA available. Only time will tell if it turns out to be a great game system, too.

**Ultimately, the Zodiac is perfect for those looking for the coolest and most powerful PDA available.**

cards (up to 512MB), and one is compliant with SDIO peripherals such as digital cameras, FM radios, WiFi cards, and more, all currently under development.

The system uses an enhanced version of the Palm v. 5.2 operating system and is therefore compatible with thousands of currently available Palm applications. The high-capacity memory cards, along with the vivid screen and Yamaha audio, make this system ideal for MP3s, digital photographs, and even video (MPEG 4, QuickTime, and AVI formats).

Bluetooth wireless rounds out the package

detaches quite easily, it's likely you will lose the stylus, so go ahead and order some replacements right away.

It's obvious why the Zodiac is currently available only online. Exclusive software, taking advantage of the powerful processors, remains few and far between. Right now, the Zodiac can be considered only as an early adopter system, waiting for some killer apps to draw in a good audience.

In the meantime, there are plenty of Palm games to keep even the most jaded gamer busy, and the PDA functions, as well as

## RETRO GAMING

**R**etro gaming is in, and no matter what system you own it's possible to find some cool games of yesteryear from Atari, Midway, Namco and others. The Zodiac is the only place to find some of the great Commodore 64 titles from the amazing defunct Epyx. Right now four themed packs have been announced



featuring such classics as Summer Games, Winter Games, Sub Battle, Movie Monster and more. Don't dismiss these for having crude graphics and sounds. Many of them still hold up well.

## CURRENT ZODIAC GAMES

STUNT CAR  
EXTREME

(Included with system)  
This driving game shows off the graphics engine, but it doesn't offer anything particularly innovative. It is good basic driving action for those looking for a quick fix, and since it's free, you really can't go wrong.

5.0

OUT OF TEN



## SPYHUNTER

It's hard to say where this version of *SpyHunter* came from. While it controls fine, the gameplay is much weaker than in either of the two updated console versions. Ultimately, it's just boring. And after a while becomes nothing more than a time waster.

4.0

OUT OF TEN

WARFARE  
INCORPORATED

A basic RTS that is notable mostly for its portability. This is a category that has been sorely lacking in the handheld market, and this game, while not spectacular, does the job of filling a void. Enough fun to play through at least once.

6.5

OUT OF TEN

GALACTIC  
REALMS

Space action in the same vein as the old *Wing Commander* series. While the graphics are OK, the action is slow and a bit choppy. Nothing really too compelling here—worth only a momentary diversion for shooter fans.

4.0

OUT OF TEN



## TITLES AVAILABLE IN FIRST HALF OF 2004

25k  
Bar Games  
(BT pool, darts,  
air hockey...)  
Capoeira Fighter 2  
Chess  
Crosswords  
Doom II  
Duke Nukem  
(and add-on)

Edge  
FireHammer  
GeoPod  
GTS Racing  
Hackerball  
Insaniquarium  
Interstellar Flames  
Kickoo's Patience  
Lands of Shadowgate  
Maul Mt. Biking

One for All Solitaires  
Collections  
Pazlor Games Pack  
Phantom Strike  
RifleSLUGS-II:  
Wild Web Wars  
Think Tanks  
Tony Hawk's  
Pro Skater 4



## ASTRAWARE

Those looking for the best games available on the Zodiac can go to [www.astraware.com](http://www.astraware.com).

Dozens of amazing Palm-compatible titles are available, including such notables as *Bookworm*, *Alchemy*, and *Bejeweled*, all of which scored nines.

Games can be bought singly for between \$9.95 and \$19.95, though some of the best are available in multipacks at a bargain price.

Puzzle games, text games, action games, and more are available for quick download, and most are shareware that can be sampled before purchase, making this the perfect stop for game-starved Zodiac owners.



# NOKIA N-GAGE

**Nokia's hybrid phone/game system sails into 2004 amidst a storm of apathy**

**W**e were skeptical about reviewing the N-Gage system. By the time our system arrived, it had already been available for a while and had become something of a joke among online gaming sites.

Lower sales than were originally anticipated and some awkward features tarnished the once eagerly awaited system. But don't write the N-Gage off yet. We're here to tell you that news of N-Gage's death has been greatly exaggerated, as have some of the reviews regarding its quality.

antenna we use.

Memory cards slide into the same slot as game cards and are currently available in configurations up to 256MB.

While holding the phone is a bit awkward, it works very well with the headset and supports Bluetooth wireless headsets as well. The N-Gage has most of the features you would find in other high-end cell phones, such as customizable ringtones, text messaging, voice dialing, and more. The only glaring omission is a camera, which seems to be popping up on even the cheapest flip-

*Bustin' Out*, as well as recent \$100 price cuts. Nokia should start to see improved sales.

But Nokia might want to listen to some of the criticism regarding the product's ergonomics, though, and incorporate them into the next version of the N-Gage. If it's lucky, Nokia might be able to pull this one out yet.

**News of N-Gage's death has been greatly exaggerated.**

Let's get the negatives out of the way first. Yes, changing games is a pain. Yes, holding the phone sideways is just goofy. Yes, the screen is a bit too small. Yes, it's a bit on the expensive side. Yes, some of the games aren't so great.

But there are many positives that shouldn't be overlooked. The quality of the unit is high. It's very sturdy and will take a beating. While the screen is small, it's clear and works well for many games.

Some of the system's features are noteworthy. Both the FM radio and the MP3 player are excellent. We were especially impressed with the radio's reception inside our office, where we can't tune in a station on our receiver no matter which power

phones these days.

Bluetooth also works very well for wireless gaming, and is great with games like *Tony Hawk* and *Rayman 3*. The N-Gage Arena (<http://arena.n-gage.com/>) allows for downloadable content, online strategy guides, scoreboards, and more.

For gaming, the unit is comfortable to hold and use, even for extended periods. The keypad works well since the 5 and 7 buttons are raised, and the additional numbered keys bring to mind the old Intellivision keypad. Let's hope some more sports games make use of it.

Nokia has repeatedly claimed that it will continue to support the N-Gage for the long term. With upcoming titles like *The Sims:*

## THE SIMS: BUSTIN' OUT

**O**ne of the biggest announcements for Nokia's struggling system has to be the upcoming release of *The Sims: Bustin' Out*, due sometime during the first half of 2004. Already released on all console systems and the GBA, *Bustin' Out* has proven to be a good seller and critical darling. EA and Nokia promise the N-Gage version will include specific features to take advantage of the N-Gage's unique capabilities, such as Bluetooth connectivity and the N-Gage Arena.

Adding titles like *The Sims* to the N-Gage library is crucial for the system to gain consumer support, so look out for more big announcements like this as 2004 gets rolling.



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## EVERY CURRENT N-GAGE GAME RATED!



## RAYMAN 3

You can't help but be impressed by the graphics of *Rayman 3* on the N-Gage. Rayman looks great and the animation is really fluid. This is a top-notch platformer and would be worthwhile just for the single-player game. The additional multiplayer modes include capture the flag, tag, and a hilarious burglar mode. Possibly the best overall N-Gage game to date. Hopefully more like this will follow.

9.0

OUT OF TEN

TONY HAWK'S  
PRO SKATER

There's only one problem with this version of *Tony Hawk*—it's all been done before. That doesn't keep it from being a good game, though. The graphics are better than the GBA versions, and even if the single-player mode seems a bit stale, multiplayer never gets old. Add in great tunes and spot-on gameplay, and this game ends up being a winner.

8.0

OUT OF TEN

NCAA FOOTBALL  
2003

Forget the ugly graphics for a minute—this is one of the deepest portable football games ever made. Pick your favorite team and take it through the entire 2003 season. Gameplay is good on both sides of the ball, although the passing interface takes a bit to get used to. Practice during the regular season and then get down with wireless head-to-head.

8.0

OUT OF TEN



## SPLINTER CELL

Who would think that Sam Fisher could translate so well onto the tiny N-Gage screen? Yes, the game is 2D, but the graphics are clear, and the controls are well thought out and feel good. Gameplay is varied, and the 10 missions are a lot of fun. Let's hope that some downloadable content is added to round things out. Overall, this is one of the best N-Gage games.

9.0

OUT OF TEN

## ALL THE REST

MLB SLAM!	A weak single-player offering, but a bit better in multiplayer	5.0
MOTOGP	Tanible control kills this decent-looking motorcycle racer	2.0
PANDEMONIUM!	This translation of the PS1 platformer has really nice graphics	6.5
PUYO POP	The best puzzler for the system, and a ton of fun in multiplayer	6.5
PUZZLE BOBBLE VS	Nearly impossible to play because of the small balls in similar colors	3.0
RED FACTION	Just plain ugly and with weak controls, this is one to pass up	4.0
SONIC N	Surprisingly pretty and fast. Old-school Genesis action	7.0
SUPER MONKEY BALL	Still great dizzy fun! Controls are a bit stiff, though	6.0
TOMB RAIDER	It looks OK, but the gameplay takes a bit to get used to	5.5
VIRTUA TENNIS	Clean and crisp if not too detailed. Completely addictive fun	8.0



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# E-READER UPDATE

## New cards few and far between

**T**hings have slowed down a bit for Nintendo's e-Reader. While the system was well utilized shortly after its release with NES game cards and four series of cards for the hit game *Animal Crossing*, it would appear that exciting new uses have slowed down.

Those with the peripheral shouldn't miss the fantastic cards for *Super Mario Advance 4: Super Mario Bros. 3*. These cards offer players power-ups, exclusive levels, and strategies for the game.

The only downside is the difficulty in using the *Super Mario Bros. 3* cards. Players must have two GBAs, an e-Reader, and a link cable. While playing *SMB3* with the first GBA, cards are scanned into the linked second GBA. This may discourage some from joining in the card-scannin' fun, but those who do will certainly find it worth their while.

Nintendo also introduced *Pokémon Battle e-cards*. For use with *Pokémon Ruby* and *Sapphire*, these cards allow players to battle new trainers and receive exclusive berries.

Both sets of cards are available now with an MSRP of \$5.99 per pack.

## FINAL FANTASY: CRYSTAL CHRONICLES

### The Ultimate Fantasy

**W**hen Nintendo began discussing possibilities for GBA/GC connectivity, bold claims were made regarding how this feature would innovate the way we play games. *Final Fantasy Crystal Chronicles* marks the first time this promise is completely fulfilled.

Unlike the average *Final Fantasy* title, *Crystal Chronicles* is designed as a group experience, and by connecting Game Boys, each player gets their own sub-screen during the game. These screens might be maps, battle information or shopping menus and players will need to work together to share information.

Player's aren't stuck with the same information during the whole game either. It changes depending on level and place in the game, so everyone has the opportunity to work with every function.

Player's will be able to check out the excitement of true connectivity for themselves when *Final Fantasy Crystal Chronicles* releases in February.



## PAC-MAN VERSUS

### Getting Connected

**W**hen Nintendo showed its innovative take on *Pac-Man* at the last E3, it was unclear if or when the game would become available. Well, the wait is over. Available as a free pack-in with *Pac-Man World 2*, *R: Racing Evolution* and *I-Ninja* for GameCube, *Pac-Man Vs.* provides a unique experience for those wishing to connect their GBA to their GC.

Supporting up to four players, one person takes the role of *Pac-Man* on GBA while up to three others control ghosts on the television. While



*Pac-Man* can see the entire playing field, each of the ghosts can only see a part of the playing field they occupy.

While not the most complex game, *Pac-Man Vs.* provides an addictive and unique experience, and players certainly can't argue with the price of admission.



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# ASTRO BOY

Look, up in the sky. It's a bird, it's a plane, it's...

**A**stro Boy: Tetsuwan Atom marks a return to greatness for Japanese developer Treasure, considered by many to be one of the best 2D shops in the biz since the days of the SNES and Genesis. After more than a decade away from the gaming scene, the world's strongest boy makes his return on the GBA (and later on the PS2).

Based off of the new Astro Boy cartoon that's currently a hit in Japan, the game borrows the best bits and pieces of various episodes. The story is somewhat cobbled together and disjointed, but not necessarily in a bad way. Nearly all of the most familiar characters are here in the same manner, with Professor Ochanomizu and Hige Oyaji playing prominent roles. There's also Big X, Atlas, Rag, Pluto and, lest we forget, Atom's girlfriend Nuka.

Story sequences are plentiful and pleasing in their appearance. They're light-hearted,

funny and should please any gamer and certainly any Astro Boy fans. The gameplay centers around side-scrolling action and side-scrolling shooting. In the action bits, you play as Atom fighting against swarms of oncoming enemies. Perform basic attacks, combo or fire your trusty hand laser to fight through. Atom can also deal some damage from above, as his jet-pack legs allow him to dash above enemies for different attacks. There's also a "super" meter which is filled with each use of Astro Boy's normal attacks.

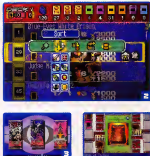
Astro Boy's special moves are assigned to the shoulder buttons and can also be initiated by holding down the face buttons. Punches are on B and kicks are performed by pressing down and B. Double taps are used for dashes and the arm cannon is fired by pressing up and B.

Fast-paced, good-looking and fun to play, Astro Boy is shaping up to be a top GBA title. **B**



(1) One thing's for sure, Astro Boy's quaff gives Jimmy Newton's a run for its money. (2) We can't wait to get our hands on this game—fighting this ectopunk thing is going to be a piece of cake. (3) Especially if we can use cool rocket shoes. (4) Or this mega-powerful hand laser.





(1) Cards backlit by the Game Boy Advance SP are works of art. (2) The game looks complicated, but it's quite simple once you get the hang of it. (3) There's not a lot of animation in this game, but the artwork is very distinctive.

## YU-GI-OH! WORLD CHAMPIONSHIP TOURNAMENT 2004

It's time to get your game on.

It didn't take long for Konami to jump on the Pocket Creatures bandwagon. Once the industry saw how much money Nintendo was making from Pokémon, imitations sprang up like weeds, but only Yu-Gi-Oh has survived. The last American tournament ended up with 16 competitors in Madison Square Garden in New York City and over 3,000 spectators. Konami is planning a full-fledged tournament in the summer of 2004, and Yu-Gi-Oh! World Championship Tournament 2004 is a way of preparing fans for the ultimate showdown.

Konami is keeping much of this game hush-hush, but it's likely that this title will play as an updated version of the past GBA titles, letting players duel against the CPU or their friends via the GameLink cable. Fans of the actual card game will find that the massive collection of Summons, Magic and Trap cards have been

faithfully brought over to the GBA. Though unconfirmed, it's likely that the developers will retain the password system from the previous titles for players who own the actual physical cards so they can practice using their own custom-created decks. And with some of the hottest cards costing upwards of \$20 a piece, this is a great way for players to experiment with strategies and decks without emptying their wallet.

One of the criticisms of the earlier Yu-Gi-Oh games was that only one deck could be saved per cartridge, but World Championship Tournament 2004 lets players create three different duelling decks, contains over a thousand game cards (as well as over one hundred that are brand new), and incorporates dozens of popular characters from the television show and comic book series. The new title features the latest rules

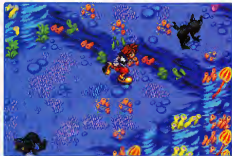
from the updated trading card game and challenges players to earn the title of Master Duelist. So go ahead and pick a card. Any card.



POCKET  
DATA

PUBLISHER: KONAMI  
DEVELOPER: KONAMI  
GENRE: STRATEGY

PLAYERS: TWO MOST LIKELY  
ESRB RATING: E  
RELEASE DATE: OUT NOW



## KINGDOM HEARTS: CHAIN OF MEMORIES

Breaking the chains of love

**W**hile Kingdom Hearts may not have become the cornerstone franchise that Square and Disney might have expected, it's certainly won the "hearts" of many an RPG gamer. Great characters, fantastical environments and a dazzling storyline were the calling cards of the PS2 Kingdom Hearts. GBA fans can expect more of the same, and a few interesting twists designed especially for the handheld version.

For instance, battles are now encounter-based, while free-roaming exploration is also encouraged. The other big change is that battles are now

card-based.

Cards come in a wide array of forms, with pictures indicating what type of attack or effect the card will have. During battles, you're free to flip back and forth through your deck with the L and R buttons, which makes it easy to quickly dial in whatever card you're looking for.

Cards also have numerical ratings, with the higher rating indicating a stronger card (duh). Think YuGiOH and you'll have a good approximation of what's going on here. Combine cards within your deck to deal some mega-damage attacks. **B**



Goofy's no dummy, he lets the others go through the door first.



Battle sequences are always fun. That is, until lots of lightning strike from above.



## F-ZERO: FALCON DENSETSU

The fastest game on portables

**F**-Zero was one of the better SNES-to-GameCube transitions we've seen from the folks at Nintendo, and early indications are that the GBA version should be equally impressive. The GBA will represent F-Zero the way it was meant to be seen, with full Mode-7 style scaling. Visual trickery of yesteryear aside, this promises story-driven racing excitement the likes of which have never been seen.

Story mode requires you to select a character and enter numerous races across multiple planets. Some of the races are straight-forward, i.e., start from the starting line and win the race. Others require you to perform more event-style tasks, such as having to hit a certain checkpoint or catch opponents who began before you.

Between races, crafted cinema sequences keep the

action moving along, complete with dialogue.

Beyond story mode, F-Zero features a first in its all-new license test mode. Whether you want to earnestly train for the game or just like to achieve all firsts, it's a welcome diversion for F-Zero aficionados. The classic Grand Prix mode rounds out the offerings. You, the track, and 30 cars battle it out for racing cup supremacy.

Improved visuals and a massive audio upgrade are test, but certainly not least, among the reasons we'll be buying this game on release. **B**



Doug's already boasting that he'll hold all the records amongst the Pocket Games staff. Wait till Dan and Frank get their hands on this puppy.

POCKET  
DATA

PUBLISHER: SQUARE ENIX  
DEVELOPER: NINTENDO  
GENRE: RPG

PLAYERS: NA  
ESRB RATING: RP  
RELEASE: TBA

POCKET  
DATA

PUB: NINTENDO  
DEVELOPER: NINTENDO  
GENRE: RACING

PLAYERS: NA  
RATING: RP  
RELEASE: TBA

ATARI



Be Broly,<sup>®</sup> the Legendary Super Saiyan. Or be Cell,<sup>™</sup> Frieza,<sup>®</sup> Buu,<sup>™</sup> or any of 11 other Dragon Ball Z<sup>®</sup> warriors. Fight alone or play against friends in versus mode. If you've got a favorite character, you've got a fight.

**STRATEGY GUIDE AVAILABLE**  
Limited only in Every Grade



**TEEN**  
**T**  
Cartoon Violence



## RIVER CITY RANSOM

Beat 'Em Up Again

**L**ong time cult classic, *River City Ransom* is making its return to the videogame world this spring. Publisher Atlus is porting the old-school NES brawler over to the GBA, and the game will retain its signature visual style, simple yet refined combat system, and the character-building elements which made it so addictive.

Players will start the game as either Ryan or Alex, a pair of high school pals who are out to rescue Ryan's girlfriend from an evil gang leader. The game relies heavily on plowing through hordes of gangs using straightforward combat mechanics. You can punch and kick, jump and kick, and use weapons and other items found in the street (a la *Double Dragon*). The attacks all are upgradeable, and there are plenty of damage-dealing items waiting to be purchased in any of the game's

multitude of stores.

The only real difference here lies in some minor graphical enhancements. The GBA supports a richer color palette than the NES, and the characters now have shading and other effects which add depth. While it's not on par with games developed in this era, the updated look certainly doesn't hurt.

One of the quirks which made the original fun was its sometimes misguided use of the English language. Vanquished enemies will utter things like "Barf!" on their way down, bringing a chuckle or two along the way. **B**

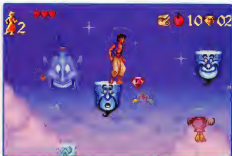


What's not to like in a game where you beat guys up and then tell all the heroic details to your girlfriend?

### POCKET DATA

PUB: ATLUS  
DEVELOPER: ATLUS  
GENRE: ACTION

PLAYERS: NA  
ESRB RATING: RP  
RELEASE: TBA



## ALADDIN

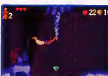
Classic SNES port flies to GBA

**J**ust in time for the forthcoming IMAX movie release of Disney's *Aladdin*, comes a GBA game based on the SNES game nearly a decade ago.

The SNES game paled in comparison to the David-Perry developed Genesis version, and that still holds true today. But it is a better game than most of us remember (most of us old-timers, anyways) and should easily hold the attention of today's portable gaming crowd. The story and background only helps draw gamers in, as it's hard to resist playing the role of the street kid looking to save a beautiful princess. Throw in a helpful

monkey (monkeys rule), a flying carpet and a "wacky" genie, and you've got Aladdin's posse.

Bright, snappy levels whiz by during the game's simple platform design. Hop, jump and run your way to various goals while Jafar's legions try and thwart you. There's nothing terribly new here, but it's engaging enough, especially for any Disney fan. Aladdin's not going to win any GBA Game of the Year categories, but if anything it brings us another solid platformer from Capcom. With Viewtiful Joe last year, Capcom seems bent on revitalizing the platform genre. **B**



Playing a classic SNES game on the GBA—it just doesn't get much better.

Performers are long from being dead, as long as we see levels like these.

### POCKET DATA

PUBLISHER: CAPCOM  
DISNEY INTERACTIVE  
GENRE: ACTION

PLAYERS: 1  
ESRB RATING: E  
RELEASE: OUT NOW

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UP





(1) You'll pick up a diverse cast of characters to help build your party. (2) Both weapons and powerful spells are available to fight evil. (3) Battlefields can contain houses, shops, and other places your characters can visit.

# FIRE EMBLEM

The reigning king of the strategy-RPG genre has arrived

**T**he strategy-RPG genre is remarkably well represented on the GBA. And of all the games available, one game had to come out on top. *Fire Emblem* is that game.

From the same developers behind the Advance Wars games, *Fire Emblem* is part of a series of games dating back to the 8-bit NES, but it is the first to make its way to the States.

From the start the quality of *Fire Emblem* is obvious. The tutorial is seamlessly blended into the body of the game. The story begins with a lone character—sole survivor of an enemy attack out to find her destiny, yada yada yada—end adds characters with different abilities as the early tutorial portion of the game continues. It's a great way to ramp up the action and get players acquainted with the game.

Missions are broken into chapters, each having its own objective. Sometimes you'll have to clear the board of enemies, sometimes you'll have to protect an NPC

or object from an enemy onslaught for a specific number of turns. There is enough variety in the mission objectives to keep things fresh throughout.

The story is so good you'll become attached to certain characters, which can become perilous since if a character dies, they are gone for the remainder of the game. While this will result in some replayed battles, it only adds to the overall immersion of the game.

While there is nothing completely new here, *Fire Emblem* is so well crafted it doesn't matter. If you can only choose one strategy-RPG, you won't go wrong with *Fire Emblem*. **B**

—Marc Camron

**Without a doubt one of the finest RPGs ever produced for any system.**

## HERE'S LOOKING AT YOU



Like *Advance Wars*, the player is treated like a separate character, rather than one of the onscreen entities. As the strategist, you are responsible for deciding who goes on missions, battle formations, and specific attack strategies. However, your character never actually enters battle. It's amusing to see characters look "at the camera" and address you, while you sit in your living room, bedroom, or...er...other places you might use the Game Boy.



(4) Battle screens show whether combatants are next to each other or fighting at distance. (5) Part of the strategy involves using the surroundings to your best advantage. (6) Each battle is a balance of levels, weapon types, and character classes. (7) Your character is the strategist. You'll run things but never see direct combat.



### GRAPHICS

Nothing spectacular, but nothing ugly either. It would be nice to see these games get built, though.

### GAMEPLAY

While *Fire Emblem* doesn't break any new ground, it is flawlessly balanced and executed.

### SOUND

The music is appropriate to the genre and fortunately does not get too repetitious as the game continues.

### OVERALL

One of the most well-crafted RPGs we've seen. If you are into RPGs at all, run out and pick *Fire Emblem* up right now!

**9.5**  
OUT OF TEN





- (1) To make a living, you grow crops and sell them to an unnamed distributor. (2) Town celebrations usually involve minigames like horse racing or cooking. (3) You can even go fishing or take a dip in the nearby hot spring.

# HARVEST MOON: FRIENDS OF MINERAL TOWN

Live on a farm, play Frisbee with your dog, and get the girl

Let's assume you're the kind of sane-minded person that enjoys playing videogames in your spare time. A farming simulator like *Harvest Moon* is probably the LAST thing you want to pop into your GBA. And yet, I'm here to tell you that not only will you happily tend fields and raise livestock in this game, but that you'll also look forward to the day when your animals win prizes in local competitions—and the day when you ask one of the town's daughters for her hand in marriage.

It all starts so simply. An old geezer croaks and leaves you his farm. Your first chores involve cutting away grass and removing dead lumber from your field, but within minutes you're planting the turnip seeds you just bought from the local store. At the store, you met a girl named Karen, who'll grow fond of you if you constantly give her gifts of diamonds and wine. Pretty soon you're using the dozen or so tools in your inventory to water your crops, milk the

cows, and brush the horses, and you're making regular stops in town to sweet-talk your honey.

Eventually it hits you—*Harvest Moon: Friends of Mineral Town* is one heck of a lifestyle simulation. Each day lasts about five minutes in real time, but that's plenty long enough to buy seeds at the store, grab a meal at the bar, recruit help for the fields, and make on any of the eligible girls in town. Using the cash you rake in from crop sales, you'll find yourself continually buying new add-ons for the buildings on your farm, as well as new furniture and kitchen items for the house. **B** —Frank Provo

**Harvest Moon: Friends of Mineral Town** is one heck of a lifestyle simulation.



- (4) The house comes with a dog, but you'll be able to buy cows, sheep, and chickens for the farm. (5) Cook recipes in your kitchen. (6) As the seasons change, so does the weather. (7) Woo one of the girls properly and she'll marry you.



## HARVEST MOON, FOR GIRLS



Try this one on for size. In Japan, you can already pick up *Harvest Moon: Friends of Mineral Town for Girls*. The game is similar to the male-biased version, except now the main character is a female and the guys in town are the ones chasing you! Instead of shelling out cash to buy gifts for the girls in town, the guys are sending them to you. Other changes include the ability to change outfits and an easier money system that allows you to sell off any of the food items you cook up in the kitchen. An English release is tentatively planned for later this year.



# MARIO & LUIGI: SUPERSTAR SAGA

Super Mario RPG meets Paper Mario meets a heck of a lot of fun

**S**traight out of left field (the remnants of the Paper Mario team, to be exact) comes one of the most imaginative, compelling, and outright fun RPGs to grace any system in years.

Peach's lovely tones have been replaced with a literally explosive accent, so dangerous that Bowser refuses to kidnap her until things are fixed. Thus, the adventure begins with a nice twist on the Princess-gets-kidnapped formula.

Most of the game is exploring the many parts of the evil BeanBean Kingdom in a Zelda-style exploration and puzzle-solving adventure. Mario and Luigi's unique abilities come into play to reach the hard-to-get spots, providing that classic Mario feel. The battle system, being the other side of the Superstar Saga coin, is like a toddler's pool connected to the Pacific Ocean—it just gets deeper the more you progress. Bros.

Attacks, which use both heroes in a combo move, need player interaction to perfect, which requires both strategy and reflexes.

A thick layer of polish ensures that novice players are catered for and experts can ramp up the difficulty for greater rewards.

Superstar Saga's main draw is the liberal amount of genuinely funny moments, such as Toad walking in on Mario in the shower, nobody remembering who Luigi is, or jokes about their mighty mustaches (which you can upgrade). Characters from pretty much every great Mario game ever made make at least a cameo appearance, so keep a look out.

The game will take the average gamer about 20 hours to complete, but you can be sure it will be 20 of the best gaming hours you'll ever have. **A** —Cameron Davis

**One of the most  
imaginative,  
compelling and fun  
RPGs...**



(1) Broo Attacks require deft button-pressing, but time slows down while you execute them. (2) Fashion is always important, and you can customize your look. Even upgrade your trademark mustache! (3) Looks like you have your work cut out for you. Time to start walking!



## NOW IS WHEN I RAM YOU!



Fowlful is one of the most humorous characters ever to grace a videogame screen, spouting a bizarre mish-mash of wild allegories, intentionally badly translated English, and badly phrased catchphrases. He's Cocktrot's henchman, and pops up throughout the game to taunt the brothers. But more than that, he's there to just weird you out. With such classics like "Right now he is spreading the evil like peanut butter across the toast of the land!" and "Now is when I ram you!" he deserves his own line of T-shirts.

(4) I wouldn't trust him. Neither should the Princess. Would you? (5) Hey! It's Mario and Luigi's bedroom! So now you know what it looks like. (6) What kind of Mario game would it be without our old pal Bowser? (7) Here the Hammer Bros. (remember them?) challenge our guys to a rope-skipping contest.

**OVERALL**  
One of the best games of the year, and a must-have for every GBA owner. Even if you think you're "over" Mario games.

**10**  
OUT OF TEN



(1) Max's quirky name opens the door for countless lame puns. (2) Weapons abound, from dual Ingram machine guns to Molotov cocktails. (3) The versatile sawed-off shotgun usually takes just one hit to kill. (4) Payne having a John Woo moment.

# MAX PAYNE

Mini-Max delivers money's worth

**W**ith a name like Max Payne, your career options are pretty limited: pro wrestler, hit man...vengeance-driven ex-cop. It's door number three in this GBA remake of Rockstar's original console success in which being bad feels pretty good. Hunting down the nogsodicks that took away your picture-perfect family means lots of Mature-rated gunplay, though it's not senseless mayhem. It's full of blood and gore, but like most of Rockstar's efforts, this game is very smartly designed.

Health, ammunition bonuses, and save points—offered every time you finish a five- or 10-minute mission—are just abundant enough to make Payne a hearty challenge. And MP's trademark "Bullet Time" (player-imposed slow motion that helps you dodge bullets and stage creative assaults) translates really well, but is even more of a necessary gimmick on the GBA, like it or not. Since bad guys see you coming and start firing from off-screen, you have to mechanically force yourself

into preemptive slow-mo dive rolls when exploring uncharted ground to prevent painful perforation. Moreover, the GBA's limitations in conveying 3D action spawn countless frustrating attempts to plug enemies outside the digital D-pad's four directions. More often than not, you'll get shot once or twice before you can even face some gunmen squarely.

The game's got its foibles, but lots of pleasure still comes with Payne—it's well balanced, levels are long and numerous, and it delivers solid, no-frills action throughout. One pass through is enough, however, so you might want to make it a weekend rental before shelling out for a personal copy. **B**

—John Daulton

**You might want to make it a weekend rental.**



(5) One of many bloody messes. Notice the M rating? (6) Hookers, thugs, and pawn shops are part of Max's regular beat. (7) Comic-book styling from the plot to the caption fonts, sets the tone. (8) Enemies attack in waves, so you'll have to stick and move quickly.



## BULLET TIME IS THE RIGHT TIME



What's behind that door? Helpful ammo and items? A safe exit? Maybe a booby trap? Could be any of these, but more often than not, heading through a doorway means facing a thug-filled ambush. Be prepared to launch into a Bullet Time dive every time you enter a new area, because chances are the bad guys know you're coming. Springing into a slow-mo roll lessens your chances of getting hit and gives you a lot more time to aim and take down any adversaries. An hourglass keeps track of how much Bullet Time you have left, so use it sparingly—it ain't unlimited!



# MEDAL OF HONOR: INFILTRATOR

Electronic Arts finally manages to successfully port its WWII shooter

**E**A's *Medal of Honor* series is a mainstay of console shooters and has even penetrated the discriminating world of the PC gamer. Still, it's difficult to bring the immersive FPS experience to the small Game Boy screen.

That's why I applaud EA's decision to make the newest GBA installment something different. Instead of an FPS, *Medal of Honor: Infiltrator* is an overhead action game reminiscent of Capcom's classic *Commando* (with just a couple of FPS levels thrown in for luck).

*Infiltrator* takes players to the relatively unexplored North African front of WWII, as well as the Eastern and Western European fronts, and there are 15 levels of action and stealth to keep portable players pleased.

Stepping into the diminutive shoes of Corporal Jack Murphy, players will find a deceptively deep game. Weapon balance is key, and deciding which weapon combo is best for the mission keeps things lively. Want a serious gun? Then you'll have to

deal with fewer explosives. Want heavy demolitions equipment? Then you're stuck with only a sidsarm.

The full-on action sequences are certainly the best part of the game, with stealth missions coming in second. Both are fun, though, and the variety is nice. The addition of vehicles is also a blast and works unexpectedly well on the small screen.

As a bonus, hook *Infiltrator* up to the GC version of *Rising Sun* and get a nifty overhead map in the latter.

The FPS sequences feel a bit artificial, though, as if EA were trying to hedge its bets, and the game is a bit short. But overall, it is a fine effort and a blast to play. **B**

—Marc Camron

**Instead of an FPS, MOH is an overhead action game.**



1) Keep a close eye out for health and ammunition if you want to survive. 2) Sometimes, demolitions are necessary to overcome certain obstacles. 3) You must use cover to your advantage when confronting the enemy. 4) The extra firepower of a tank will be welcome when things heat up.



## COMING TO A PC NEAR YOU



Freggin' Nazis has become so popular that it seems people have forgotten there was another front during the war: the one of the Pacific. Earlier this year, EA began to remedy this situation on consoles with *Medal of Honor: Rising Sun*. But those with a good PC rig have much more to look forward to. Coming in March, *MOH: Pacific Assault* looks to be the finest installment of the series yet. With more than 25 levels, a ton of weapons and vehicles, and a fantastic set of multiplayer options, fans owe it to themselves to give this one a try.

5) The FPS segments aren't the best part of the game, but they're still fun. 6) You'll get a good look at the action (like the airborne grenadiers). 7) Keep that tank in your arsenal, or else, well, or else it will kill you. 8) Now back to the overhead perspective and a little skirmish on the bridge.

## OVERALL

A great action game with multi-player modes and a great connectivity bonus for those with the GC version of *Rising Sun*.

**8.0**

OUT OF TEN



1) A skillful sword swing will reflect certain enemy attacks. 2) Enemies come in all shapes and sizes, but all fall to the Dagger of Time. 3) Don't look down. Try not to look left or right, either. 4) The Dagger of Time is indispensable in boss fights, but don't count on rewinding poor play.

# PRINCE OF PERSIA: THE SANDS OF TIME

Classic PC game "makes the jump" to GBA successfully

**I**n 1989, Jordan Mechner released *The Prince of Persia* back on computers that ran MS-DOS. The game was an instant hit and paved the way for many platform titles to come. Since then, it's been remade for almost every system, and the current version for PS2, GameCube and Xbox is earning rave reviews. But the GBA version is the truest to the original: a swashbuckling run-and-jump platformer with incredibly fluid animations.

Because it harkens back to the gameplay of the '80s, *Prince of Persia* is a tough game: one misstep and you'll plunge to your death—and there are no extra lives.

However, Ubisoft put an interesting spin on the original by giving players the Dagger of Time. The dagger is powered by defeating enemies and performing a fatality-type move on them. The dagger rewinds time, letting players watch their mistake retroactively before giving them a second shot. Occasionally, a mistake is irreversible: Turning time backward will simply result in

a second death.

The game keeps detailed information on the enemies the player defeats and the items he collects. In an interesting twist, players will come to lethal obstacles with a shiny medal hanging above them and absolutely no way to survive a jump. These medals can be connected only while time travels backward, giving "leap of faith" an entirely new meaning.

While some gamers might feel that a 10-hour game is too short for their money, *Prince of Persia* is an enjoyable way to pass the time. It's a fun variation in a classic genre. **B** —Doug Trueman

**Truest to the original: a swashbuckling run-and-jump platformer with fluid animations.**



5) The Prince has many abilities, including rolling under lethal blades. 6) Farah sees a shot with her bow to trigger a switch and open a door. 7) The Prince works on his high-bar dismount to gain speed for a long jump. 8) The buddy system proves to be indispensable in certain rooms.

**POCKET DATA**  
POCKETBALL, CUBA R, DEWALT, YES, USA R, DODGE, F, TRAILERS, P, KAY, 2, 3, RELEASE DATE, Out R, in EIGHT, HAWK, 7

**POCKET SCORE**

**GRAPHICS**  
Like in the classic PC game, the animations are smooth as Persian silk.

**GAMEPLAY**

Run, jump, fight, die, reverse time. It's not the deepest title, but it's simple and addictive.

**SOUND**

Ubisoft has created a score that fits nicely with the locale.

**OVERALL**

*Prince of Persia* has something for everyone, from hardcore gamers to players picking up their first GBA.

**8.5**

OUT OF TEN

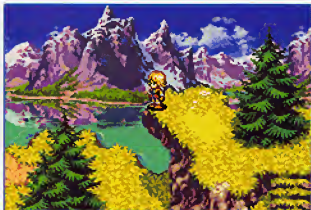
Pocket Games 33

## IT'S A BUDDY GAME



Far from promoting the "damsel in distress" videogame stereotype, *Prince of Persia* lets players control a second character, a princess named Farah. Unlike the Prince, she packs a bow instead of the dagger, which lets her kill enemies and activate triggers from afar. Players can switch between them in certain places, allowing for two-character puzzles. Farah comes with

her own risks, however: Because she lacks the Dagger of Time, players can't reverse their way out of an untimely death. If Farah dies, the game is over instantly. It's a great shock to players who abuse the dagger's power.



1) The Roman Colosseum would be nothing without its giant figure. 2) 16-bit graphics don't get much better than this. 3) *Sword of Mana* comes from an era in which Square didn't name its heroes. Who were we to argue?

# SWORD OF MANA

16-bit graphics for an old 8-bit classic

**A** long time ago, in a world where 8-bit portable titles ruled supreme, Square released an RPG called *Final Fantasy Adventure*. The game came and went without much fanfare, but it paved the way for a SNES title called *Secret of Mana*. *Sword of Mana* is a sort of hybrid of the two: It features a reworked version of *Final Fantasy Adventure* but with the graphics and effects of classic 16-bit titles. But is it a success? Yes and no.

RPGs have come a long way since they truly caught fire back in the mid-1990s, and while *Sword of Mana* would have been an enjoyable game, it clearly shows its age. The story line is somewhat basic: Players choose either a male or female character (a knight or a sorceress, appropriately) and set out to save the world from a nefarious character known as the Dark Lord (character development and subtlety have come a long way in 10 years).

*Sword of Mana* plays like a cross between an early *Final Fantasy* title and *The Legend*

of *Zelda: A Link to the Past*. Battles occur in real-time, but players need to level up before they can engage the more powerful enemies in battle.

*Sword of Mana* suffers from some of the same problems that plagued titles in the 16-bit era. The most annoying of which is the graphics noticeably slow down when too much action is on the screen, which creates lag and affects collision detection. While *Sword of Mana* is enjoyable, most RPG fans will prefer the current crop of modern titles. **B** —Doug Trueman

***Sword of Mana* plays like a cross between an early *Final Fantasy* and *Zelda*.**



4) It looks scary, but the bosses are a bit of a pushover. 5) You can't have an RPG without a battle on a grassy cliff. 6) Or a grassy field. But they're so cute. 7) The weapon interface should have been streamlined. Weapon switching is cumbersome.



## GRAPHICS

The visuals are solid, but slowdowns and character shearing rears its ugly head.

## GAMEPLAY

An interesting mix of RPG and action—imagine *Clash in real time* or *Link* needing to gain levels.

## SOUND

The instrumentation is identical to that in *A Link to the Past*—overall, the music is of Square quality.

## OVERALL

There are better portable RPGs on the market, but this stroll down memory lane will keep you busy.



## RPG MAKING 101



If there's one thing to be said about *Sword of Mana*, it's that the game firmly entrenches basic RPG ideology. Not that it's exactly been improved upon since, but *Sword of Mana* proudly features many of the gameplay elements that current developers have come to call stale. Elemental weapons, night-and-day cycles, and even the overused mine cart level are all prominently displayed. The only true development—and did it ever work out—is the inclusion of a CPU-controlled "second player," which spends much of its time near death.



1) Aragorn and Gandalf wade through waves of Uruk-hai. 2) Legolas uses his bow with deadly accuracy. 3) What you didn't see in the theatrical release: Samwise getting what's coming to him.

# THE LORD OF THE RINGS: RETURN OF THE KING

One game to rule them all

**E**lectronic Arts' version of *Return of the King* is a hack-and-slash title that combines elements of *Diablo* with those of *Gauntlet*. The game is straightforward enough: Players choose Aragorn, Gandalf, Legolas, Gimli, Eowyn, or Frodo (two more can be unlocked) and follow the narrative of the film events in *Return of the King*, starting right after the ents destroy Isengard. The gameplay is straightforward. Kill tons of orcs in each of the film's major set pieces while collecting dropped gems and weaponry.

Naturally, you won't be able to use all of the items you find—Gimli has no use for a bow, and Legolas has no idea what to do with an ax—but you can sell them to upgrade your chosen character.

Where *Return of the King* really succeeds is in its creative use of magic and character abilities. Like in *Diablo*, all characters have a collection of abilities they can employ; Aragorn, for example, can summon ghost

warriors, while Legolas can learn to use multiple arrows in a single shot. All characters have the ability to heal themselves at any time with a spell, provided they're carrying an herb. But food and drink can also be picked up for immediate relief.

One of the coolest aspects of the game is the inclusion of the crebains, the crows that Sauron uses as spies. If enough crebains are allowed to escape by flying offscreen, they will summon a party of ringwraiths, which is almost always certain death.

Naturally, this is something you want to avoid, and it gives the game a sense of urgency found in the film. **B**

—Doug Trueman

**Combines elements of *Diablo* with those of *Gauntlet*.**



4) A crebin watches Aragorn approach from a stone pillar. 5) Eowyn takes out an orcher at short range. 6) Only to the brave come the spoils of war. 7) Sam and Frodo fight bravely together.



Standard isometric point of view. The characters are small but effective, and the landscape is believable.



Throw switches, kill orcs, collect gems and weaponry, upgrade your character. It's formulaic, but it works.



The game's audio shines. Use of the film's music and sound effects suck the player in.



One of the better games this year for GBA. You can't go wrong by yourself, and multiplayer is superb.

**8.0**  
OUT OF TEN

## GREEN ELF NEEDS FOOD, BADLY



In what is clearly an homage to *Gauntlet*, orcs in *Return of the King* don't exist by themselves—they come from small pods that must be destroyed to stem the flow of evil. The original dungeon crawl was a smash and helped put *Midway* on the map. *Gauntlet* itself was clearly influenced by *Lord of the Rings* when it came out during 1985 with its quartet of characters (like Wizard: Gandalf, Green Elf: Legolas, Red Warrior: Gimli, Yellow Valkyrie:

Eowyn). A classic game has paved the way for the electronic adaptation of a classic novel. The genre has come full circle. Tolkien would be pleased.





# THE SIMS: BUSTIN' OUT

A portable life for those who have none

**B**ustin' Out is EA's handheld variation on the biggest-selling PC title ever, and given the technological limitations of the GBA, they've created a Sim-inspired RPG.

The title begins with player's virtual self in the middle of Hicksville, U.S.A., stuck on an uncle's farm. Naturally this isn't the greatest place in the world to be, so the goal of the game is to raise cash, make contacts with the real world, and leave Uncle Hayseed far behind.

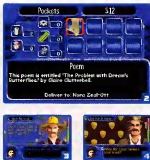
Like its big brothers, Bustin' Out gives players eight different needs to negotiate: hunger, hygiene, waste, comfort, energy, sociability, fun, and shelter. These goals need to be cared for, lest your Sim become disgruntled. Most needs can be overlooked for short periods of time, but once they bottom out, your Sim becomes unable to function in society, so it's back to the farm for much-needed rest, food, or a trip to the shower.

The GBA doesn't have the sheer power to

support the open-ended gameplay that the consoles do, so Griptonite Games have been forced to streamline the title and make it slightly linear. Fortunately, it's done so in a way that still keeps players running around and exploring at their own leisure—they just can't truly advance in the game until certain tasks are performed. Unfortunately, players can't launch into sociological experiments to see how their Sims react: If you don't keep your Sim happy, further progress will be limited. In this sense it's not quite the same as the original, but it's still enjoyable fun. **B**

—Doug Trueman

**The goal is to raise cash, make contacts and leave Uncle Hayseed far behind.**



(1) You'll start the game off dealing with your Sim's basic needs. (2) Sim characters are colorful and well designed. (3) Go without food for too long and the game will remind you to have a snack. (4) There's a whole Sim city out there to explore.



**GRAPHICS**  
Text is occasionally difficult to read, but your Sims are cute and lovable.

**GAMEPLAY**  
Don't expect a clone of the PC game. It's more of an RPG.

**SOUND**  
The music is easy listening, and almost every interactive object carries an appropriate sound.

**OVERALL**  
This is a low-it-or-bite-it game, but fans of the original or anyone looking for a leisurely-paced game where death is impossible can't go wrong.

**8.0**  
OUT OF TEN

## WHEN NATURE CALLS...



Though it's technically impossible to "die" in The Sims, if any of your character's eight needs hits zero, you'll find yourself in a rather sticky situation. For example, if you refuse to feed your Sim, he or she will eventually pass out and you'll return back to the farmhouse. Naturally, we wouldn't expect players to go through the game without intentionally neglecting their Sim. Suffice to say that some breakdowns are more humorous than others.

(5) In the game's early stages you'll earn money and prestige by serving as an errand boy. (6) Abuse your Sim too much and he'll cease to function. But a fiendly game will pick you back up. (7) If you want to get an item on the cheap, attend an auction. Just make sure you still have money. (8) Smart-aleck comments aren't always appreciated.





(1) Run, out, re-run, and pivot to chain dozens of tricks together in nearly nonstop fashion. (2,3) THUG includes the warehouse and hanger levels from THPS2.

# TONY HAWK'S UNDERGROUND

Become a street legend even if you work or have school in the morning

**T**ony Hawk's Pro Skater 2 had nearly everything you could want in a skateboarding game—except, of course, the reverts and spine transfers that would allow you to chain together dozens of tricks into sequence after sequence of physically impossible combinations. Predictably, Activision put those moves into THPS3 and THPS4, and, at the same time, took away the cruel time clock that frustrated the players out there who just wanted to spend hours launching off ramps with a skateboard.

So what's left to add? The thug life, it seems. *Tony Hawk's Underground* is nicknamed THUG thanks to its Story mode, which allows you to take a nothing punk up through the ranks of street skaters and into the world of pro riding. The time limits are gone, replaced by unlockers that give out street cred in exchange for completing the challenges they put out. This street cred translates into better abilities for your skater, like bigger air and quicker spins, as

well as new tricks to perform and additional skate locations to access.

If a story mode isn't your bag, not to fear, THUG includes the same Arcade, Free Skate, and multiplayer modes found in past Tony Hawk games. Heck, it even includes two skate parks borrowed from THPS2—for a total of 10 in all! The ability to step off the board and walk around is a great new feature and should give diehard fans a reason to upgrade. If there's a downside to THUG, it's that Activision needs to start injecting life into these environments. A handful of roaming cars just doesn't cut it anymore. **B**

—Frank Provo

The ability to step off the board and walk around is great.



(4) Design your own thug in the Story mode. (5) Tony Hawk ditches No 42, gridding the food court counter tops. (6,7) It's great that we can grind through trash-filled parks and trick off of moving cars, but these environments could do with a bit more lifeblood.



Tony Hawk turned pro at age 14 and was the top-ranked skateboarder in the world for 11 straight years—a run that didn't end until 1993! He bought his first house at age 17 and started up his own skater gear company at age 24. Technically, Tony retired in 1999 at the ripe old age of 31, but he continues to show off his skills at the Boom Boom HuckJam, a traveling extreme sports extravaganza that includes more than two dozen skateboarding, BMX, and motocross legends. His career includes more than 70 tournament wins and 12 world championships, and he's still the only person alive that can successfully land the 900.

**OVERALL**  
THUG adds a story mode and a few new moves to a formula that just never seems to go stale.

**8.5**  
OUT OF TEN



## ACTIVISION ANTHOLOGY

**B**ack in the early 1980s, the Atari 2600 was all the rage. One company in particular, Activision, played a major role in the system's popularity, publishing more than 50 games for the 2600 during the console's life span. Now, you can get Activision's entire library of 2600 games on a single Game Boy Advance cartridge.

Activision Anthology consists of 55 individual games, like *Pitfall!*, *Enduro*, *Kaboom!*, *H.E.R.O.*, *Ice Hockey*, *Plaque Attack*, *River Raid*, and *StarMaster*...just to name a few. It even includes two unreleased games, *Thwacker* and *Kibbicker*, as well as a set of seven homebrewed titles recently put together by highly motivated enthusiasts. These homebrews are surprisingly good! You won't believe the psyched-out visuals in *Oysteron*, a space shooter that can only be described as a psychedelic, or the 3D graphics and stereo sound put out by *Skeletons*, a dungeon crawler that technically shouldn't even be possible on the 2600.

Aspyr want the Full Monty with this collection. You can view scans of the boxes and cartridge labels for each game and play linked with another player using only a single copy of the cartridge. **B** —Frank Provo



Some of you out there weren't even born when *Grand Prix* came out.



Believe it or not, *Oysteron* is a homebrewed game released in 1993.



**GRAPHICS**  
Although ugly by today's standards, these were cutting-edge graphics back in 1982.

**GAMEPLAY**  
The Atari 2600 had one button. These games are easy to learn and perfect for brief play sessions.

**SOUND**  
Beeps and bloops were all we had in the early 1980s. Ugh! But wow! is the snow!

**OVERALL**  
Aspyr did a great job overmingling exactly the entire Activision library for the Atari 2600 into a single GBA cartridge.

**8.0**  
OUT OF TEN



## CROUCHING TIGER, HIDDEN DRAGON

**C**rouching Tiger, Hidden Dragon is so similar to the old *Ninja Gaiden* games that it literally hurts when you realize that it's not nearly as fleshed out.

Players assume the role of Jen Yu, a dashing young thief with an arsenal of nifty martial arts moves. Seriously, the flying kicks and various sword combos are great, but this girl can jump off walls, perform double jumps in midair, and even fly for short distances! The game's 25 different levels display a wide variety of themes, from your basic, no-nonsense meadows with dozens of enemies to portions that have you climbing up walls or battling enemies on horseback.

What the developers failed to do was to make the levels interesting. There aren't any spots designed to let you cut loose with an acrobatic sequence of jumps or wall climbs, and you can count on one hand the number of opportunities you have to run across water or hop from treetop to treetop. Each of the different enemies also only has one or two different attacks, which means you're pretty much in charge the entire time.

*CTHD* is fine as a beat-em-up and follows the movie rather closely, so you'll probably be OK with it if that's all you're looking for. Still, the game could have been better if the environments were more interactive. **B** —Doug Trueman

—Doug Trueman



On most stages, you wouldn't even know that Jen could jump off walls or float.



Fighting on horseback is actually quite enjoyable.



**GRAPHICS**  
Jen and the guards move smoothly, but the backgrounds vary from poor to picture perfect.

**GAMEPLAY**  
Jen's midair attacks and wall-climbing abilities are the stars of the show.

**SOUND**  
Soundtrack is great and reminiscent of the movie. Sound effects are cheap.

**OVERALL**  
If the level designs were more interesting, this could've been a great game. As is, it's a so-so imitation of *Ninja Gaiden*.

**5.0**  
OUT OF TEN



## DISNEY'S MAGICAL QUEST 2 STARRING MICKEY & MINNIE

**T**hanks to the Super Nintendo, we were given more 2D platformers than we knew what to do with. In this virtual sea of average games, only a handful stood out as truly great games. One of these was Capcom's *Magical Quest Starring Mickey Mouse*. After a GBA port last year, we're now finally being given a proper sequel. While it's still a lot of fun, a few things keep it from being the classic its predecessor was.

As with the original *Magical Quest*, the draw is the unique platforming game play. Mickey and Minnie earn outfits at the end of the first few worlds that give them special abilities above and beyond the usual jump, grab, and throw actions. One costume, for instance, allows Mickey or Minnie to suck up blocks or even enemies with a vacuum and turn them into valuable coins. The costumes this time around, however, just aren't as imaginative or as useful as the ones in the original game. In fact, you can get through most levels without even bothering to change outfits.

This leads to the biggest problem with the game—it's way too easy. Even for the intended age group, the game can be finished without much trouble at all. The original *Magical Quest* was a pretty tough game, and it's a shame to see its sequel dumbed down. Here's hoping the third adventure borrows more from the first than the second. **B**

—Bob McTague



The bosses in the game look spectacular.



Some bosses require you to use certain costumes.



**GRAPHICS**  
Everything's so colorful and animates beautifully.

**GAMEPLAY**  
Great performance, but more original games would've been nice.

**SOUND**  
Nothing memorable in the music department. The sound effects are pretty standard.

**OVERALL**  
A decent but extremely easy sequel to a classic.

**7.5**  
OUT OF TEN



## DOUBLE DRAGON ADVANCE

Billy and Jimmy return to their roots

**I**n the late '80s, there was no better way to release frustrations in the arcade than with a game of *Double Dragon*. It was the first classic beat-'em-up and still to this day is regarded as one of the best. Now years later, although with a new developer and on a new platform, *Double Dragon* returns, and surprisingly, it's still as great as it once was.

But this game is by no means a remake of the original. *Double Dragon Advance* is an all-new game that's based on the original arcade game. Because of this, the game's graphics may seem a bit dated to those unfamiliar with the original. They're certainly not the best on the GBA, but they own the same style and originality of the Technos classic. The music will no doubt rekindle fond memories for those old enough to still have that *Double Dragon* tune drilled into their heads.

Graphics and sound aside, *Double Dragon* was all about the addictive brawling game play, and *Double Dragon Advance* doesn't disappoint. The game offers the same fighting action of the original, but revamped to include ground attacks, blocking, dashing, and more.

The only real problem with *Double Dragon Advance* is its length, but most won't mind, since it's addictive enough to play through countless times. **B**

—Bob McTague



Billy Lee just seconds before falling to his doom in the video.



Didn't I see you guys in *The Matrix*?



**GRAPHICS**  
The sprites are based on the original game, but redrawn for the GBA.

**GAMEPLAY**  
Beat-'em-up action doesn't get much better.

**SOUND**  
The soundtrack is very reminiscent of the original game. In short, that's a good thing.

**OVERALL**  
Not only the best brawler on the GBA, but one of the best brawlers period. There's no reason not to add this game to your collection.

**9.0**  
OUT OF TEN



## DR. SEUSS THE CAT IN THE HAT

**R**egardless of whether your experience with *The Cat in the Hat* is limited to the recent movie or includes the wonderful poetry of the original printed story, you're smart enough to know that the most important part of the tale wasn't the fact that The Cat could pounce on enemies. That's what the GBA game would lead you to believe. For 14 levels or so, your sole purpose is to jump from one ledge to the next and stomp on enemies. It really is that simple.

This game isn't like *Super Mario Bros.*, in which you have to memorize the patterns of enemies and watch out for things such as pits and moving platforms. The monsters here rarely attack, and the most you'll ever need to do if you miss a jump is hop back up to the ledge you were on. Every so often, the game will switch gears and throw you into an underwater swimming stage, in which the goal is to reach the goldfish waiting at the end. You can use The Cat's bubble gun to shoot enemies if you want, or you can just let the screen push you until you reach the goal.

How flimsy is *The Cat in the Hat* for GBA? I managed to collect every item and beat every level during a single hour-long car ride. —Frank Provo



I don't recall seeing the cat butt bounce on enemies in the movie.



What's up with the underwater shooting stages?

**POCKET DATA**  
PUBLISHER: Viacom Inc./MCA  
DEVELOPER: Dream Workshop  
GAME ADVISORY  
RELEASE DATE: Out Now  
EVRG RATING: E

**POCKET SCORE**  
**GRAPHICS**

Well, that certainly is The Cat, and the backgrounds are definitely trippy.

### GAMEPLAY

What does pouncing enemies with an umbrella have to do with *The Cat in the Hat*?

### SOUND

The only way to hear less is by tuning the volume down.

### OVERALL

There's no excuse for such a simplistic, throw-together game. It doesn't even have any excerpts from the original story!

**2.0**

OUT OF TEN



## DRAGON BALL Z: TAIKETSU

**A**tari has taken an immensely popular license—in this case, *Dragon Ball Z*—and, in what seems to be a disturbing trend for the company, turned out a very poor game. *Taiketsu* takes a hodgepodge of the anime's best characters (Goku, Trunks, and others) and thrown them into a game in which the best way to beat one's opponent is by merely mashing on buttons.

While the notion of a *Dragon Ball* fighting game isn't exactly new, it's the massive number of tiny flaws that will bury this title under a pile of other cartridges. The animations are jerky and stilted, collision detection is questionable, and it's difficult to know which moves actually take priority over others. The only innovative feature is the "air battle" in which the fighters leap into the sky for a lightning fast exchange of punches and kicks—and where the winner is decided by button mashing.

For fans who choose to stay on the ground, fighting instantly devolves into a simple process: sweep or throw your opponent, and while they're out, charge your ki meter. When it's full, unleash a devastating blast. Not surprisingly, the CPU knows the effectiveness of its powered-up attacks and spends far too much time charging and not enough blocking. Even rookie players will be able to make their way to the end of the tournament on their first or second try. —Doug Trueman



Once again, victory is obtained through button mashing.

**POCKET DATA**  
PUBLISHER: Atari  
DEVELOPER: The 3rd Signal  
GAME ADVISORY  
RELEASE DATE: Out Now  
EVRG RATING: E

**POCKET SCORE**  
**GRAPHICS**

They're fair enough when they're not moving—but this is a fighting game.

### GAMEPLAY

The original *Street Fighter* (not *Street Fighter II*) was smoother than this.

### SOUND

The usual assortment of punches and kicks, but nothing particular to the anime.

### OVERALL

There are better fighting games out there for GBA, even for hardcore fans of *Dragon Ball Z*.

**4.0**

OUT OF TEN



The special moves look better when frozen. Trust us.



## FROGGER'S JOURNEY: FORGOTTEN RELIC

**F**rogger was one of those games I relentlessly shoved quarters into in my youth. Something about getting that little green dude across the highway and swamp to his safe little hidey-hole was just satisfying. Today's gamers want a bit more, however, and *Frogger's Journey* does its best to accommodate both worlds.

This game successfully gives Frogger a personality. The ability (necessity) to walk around town talking to others in order to progress through the quest, may seem a bit awkward or out of place, but it works well to set up the story and keep the quest going.

Once Frogger finds out where he's supposed to go, he hops his way through stages, collecting coins and fruit.

Throughout the game Frogger gains additional abilities, such as long jump and flashlight, adding some nice variety.

All is not rosy, though. This is a tough game, particularly for one that is aimed at the younger demographic. Some of the jumping sequences require trial and error, as well as memorization of patterns and surroundings, just like the old arcade game. This can result in deaths, restarts, and, ultimately, frustration.

Though not for everyone, *Frogger's Journey* should bring back some fond memories for old arcade hounds and provide a fun romp for those patient enough to stick it out. **B**

—Marc Camron



To progress through the game, you must find relics to provide new abilities.



### GAMEPLAY

A bit tough but solid. Fans of the old arcade game should be happy.

### SOUND

Tring You will find yourself tuning it WOT down after a short while.

### OVERALL

A good melding of old Frogger gameplay with newer platform possibilities. Might be too frustrating for some.

**7.0**  
OUT OF TEN



Frogger must get direction from other animals for his quest.



## GEKIDO ADVANCE: KINTARO'S REVENGE

**G**ekido Advance is a throwback to side-scrolling games of the early '90s when Capcom ruled the arcades with titles like *Final Fight*. The game's plot is totally irrelevant—what matters is that there are tons of enemies you need to beat the heck out of, and Tetsuo, the game's only playable character, happens to be an expert in kung fu.

Like in the other games of this type, players walk from left to right (occasionally backtracking), beating up everything they come in contact with: men, women, bats, dogs, and a few characters who look like the Jolly Green Giant. The game is set in an abandoned Japanese village, so finding keys and jumping over bottomless pits, flames, and spiked logs are all necessary skills. Some of the traps are chained together: If you're hit by a crushing stone block, you'll occasionally find yourself thrown into a pit with no chance to escape.

Tetsuo comes with your standard collections of punches, kicks, throws, and desperation moves—there's even a flaming uppercut combo—but players will get bored of the repetition in the battles about halfway before they reach the end. It's not a bad game if you're a fan of the genre—just don't pay full price for it. **B**

—Doug Trueman



Tetsuo fights up an enemy with the strength of his fury.



Women attack just as frequently as the men do in the world of Gekido.



### GRAPHICS

Colorful and well-animated, especially on some of the longer combos.

### GAMEPLAY

Enjoyable enough, but only on the first time through. There's no replay value.

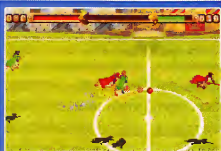
### SOUND

The music is extremely repetitive, but each theme serves what's currently onscreen.

### OVERALL

Not a bad game if you want to relax and while on the buttons, but better lightness is out there.

**6.0**  
OUT OF TEN



## HARRY POTTER: QUIDDITCH WORLD CUP

**I**n a nutshell, Quidditch is a soccer-like sport born in the pages of the *Harry Potter* books. It's what soccer would be if all the participants rode atop flying broomsticks. Problem is, Quidditch doesn't have a full set of rules to go along with it. That's fine in the context of a book, where the sport exists mainly as a plot device, but it doesn't translate well into a fun videogame.

Quidditch is a tedious, unbalanced, and often unfair sport, but to EA's credit, they brought it to the GBA exactly as it's described in the books. Passing the ball, which is called a quaffle, works a lot like a basketball game, and you can aim tackles and shots as if you were playing a soccer game. The characters display a fair amount of movement for things like passes, flips, and tosses, and the photo-realistic fields are gorgeous even if no one in the grandstands ever moves.

Unfortunately, the game is worthless because none of the scoring you do during the whole of the match actually decides the winner. In the final minute, you're put into a broomstick race against a member of the opposing team to see which of you can catch a creature called a Snitch. The Snitch is worth 160 points and pretty much seals up the win for the capturing team. **D**

—Frank Provo



Goals don't matter since victory depends on catching the Snitch.



Toss the ball into one of the three hoops for a goal, goal. GOAL!!!



**GRAPHICS**  
Are these spectators or dimes atop mannequins? Eh, at least the fields are pretty.

**GAMEPLAY**  
A perfect rendition of Quidditch, except that Quidditch wasn't meant to be played for real.

**SOUND**  
Nice. The voice samples and music were taken right out of the movies.

**OVERALL**  
Potter fans may like the game because it lets them experience Quidditch firsthand, but this isn't the kind of sport you play for hours on end.

**4.0**  
OUT OF TEN



## JAMES BOND 007: EVERYTHING OR NOTHING

**O**ne of the first things you'll notice about 007: *Everything or Nothing* is that it goes to great lengths to duplicate the pace of an actual *Bond* film. Right after you press start, you're thrown into the middle of a collapsing building with nothing more than a pistol. A few bad guys later, you're rappelling down the side of the building and the *Bond* theme is going off in the background.

In all, there are 12 missions. Each has its own set of goals, which usually entail hunting down documents and sneaking past a certain number of guards. Bond has access to a variety of different guns and gadgets, but it's his stealth abilities that really make the game interesting. Pillars and tables can be used as cover, and you can hunch down in order to make your footsteps quieter. If you sneak up behind an enemy, you can tap the A button to choke him into unconsciousness.

Every three levels or so, the game puts you behind the wheel of Bond's Aston Martin car in a *SpyHunter*-style chase sequence. For some reason, the programmers didn't think you'd need any room to move out of the way of the enemy's bullets, so these sequences are more pain than pleasure. Luckily, they don't occur very often, and they don't diminish what is otherwise a fun, fast-paced action game. **B** —Frank Provo



Sneak! That really looks like Pierce Brosnan and Mye.



**GRAPHICS**  
The isometric viewpoint, à la *Tony Hawk*, gives the game a decent fake 3D look.

**GAMEPLAY**  
Stealth and gunplay are the strong points, but the car chases are flipping weak.

**SOUND**  
First note: Guards actually talk out loud and "hearn" when you approach.

**OVERALL**  
007 is a short game that's fun while it lasts. Fans will appreciate the Brosnan and Dench-inspired character portraits.

**7.0**  
OUT OF TEN



*SpyHunter*-type chases don't work when you have just three car widths of room.



## KING OF FIGHTERS EX2: HOWLING BLOOD

**K**ing of Fighters EX2 has a unique style that sets the game apart from all of the other fighting games available for the GBA, but its best feature is that its playability isn't hurt by the system's lack of available buttons.

Capcom's *Street Fighter Alpha 3* used six buttons in the arcade, but on the GBA, players were forced to press multiple buttons simultaneously just to perform medium attacks. The KOF series has always used a four-button layout, which translates nicely to the GBA. Punches, kicks, and flashy special moves all come out easily.

As for style, EX2 has it in spades. In addition to the typical assortment of attacks and special moves, players can run, perform reversals, and even somersault past their opponents. When you flip up the power meter by performing regular attacks, you'll have the option of unleashing punishing desperation moves that literally fill the screen with fireworks. The team setup also adds a twist to the traditional fighting formula. For each match, you choose not one, but three fighters. Teammates can be called in to perform surprise attacks and when one of your fighters is KO'd, he sits out in plain view while the next in line takes his place. **B**

—Doug Trueman



Terry's Power Geyser is one of more than 90 desperation moves.



Fallen combatants lay around until the match is over.



### GRAPHICS

Backgrounds are on the dull side, but you won't find flashier attacks in any other game.

### GAMEPLAY

Fast-paced, full of combos, and it honestly feels like a stand-up arcade machine.

### SOUND

Finally! A pocket fighting game that doesn't skimp on voices or sound effects.

### OVERALL

EX2 takes all of the characters, attacks, and special moves you'd find in an arcade KOF game and crams them into the GBA.

**8.5**  
OUT OF TEN



## LOONEY TUNES: BACK IN ACTION

**T**hose looking for an indication of this game's quality need only check the receipts of the film it was based on. *Back in Action* has so far been a bomb in its every iteration.

The GBA version is even worse than most. It's like trudging through a wreck between a molasses truck and honey tanker. Once you finish you'll feel like you need a shower. Gameplay consists of the standard "collect as many items as the designers can throw at you" quest, a game style played out eons ago.

Players have the opportunity to control Bugs and Daffy, and while both characters have some unique abilities (e.g., Daffy can swim) both are pretty generic and similar. Bland. Boring. Blech! It is nice to see all the different characters who make cameos throughout the adventure, but that just doesn't make up for the slow and tedious progression of the overall experience.

There is one minigame that provides a bit of fun. It involves playing with bombs for prizes—and who doesn't like playing with bombs? But this merely provides a brief diversion from the pain that is the game.

Anyone hoping for a good game true to the classic Looney Tunes characters needs to keep looking. This is just an action. Move along. Nothing to see here. **F**

—Marc Carnon



Daffy, I say. Daffy looks a wee bit disoriented, don't y'all think?



### GRAPHICS

Good. You can tell characters apart, and that's the best part.

### GAMEPLAY

Poor level design and glitches keep this game from ever finding its way.

### SOUND

Okay. Yeah, it sounds like a cartoon, and it gets old after seven minutes, too.

### OVERALL

Anyone who ever loved Looney Tunes cartoons will be disappointed at this poor representation of the timeless characters.

**3.0**  
OUT OF TEN



Everyone knows that Looney Tunes cartoons mean big "fiddle" bombs.





## MISSION: IMPOSSIBLE OPERATION SURMA

**A** fan's work on the console versions of *Mission: Impossible* has been nothing short of excellent. *Operation Surma* is a detailed, complex game colored with shades of both *Metal Gear Solid* and *Spinter Cell*. Unfortunately, the handheld version lacks where the others succeed.

The main problem with this game is that it's too easy and repetitive. Enemy A.I. offers almost no resistance, aside from instances where they physically block a corridor. In almost all other cases it's possible to sneak past them—disguised or not—merely by walking around them. The gameplay basically boils down to running through nondescript buildings, either avoiding or gunning down guards (which is somewhat against the whole point of the non-violent *Mission: Impossible* theme), and looking for the next open door.

Where the game fails most is in its presentation. *Operation Surma* comes off looking like an 8-bit title (although a rather detailed 8-bit title), but it comes nowhere near the sophistication of the current generation of GBA games. Had this come out for the Game Boy Color it wouldn't have been that bad, but the industry has passed it by. **D**

—Doug Treuman



Two sentient "gun" a computer and leave themselves open for a knockout chop.



Who knew merely possessing explosives led to getting caught?



**POCKET DATA**  
PUBLISHED: April  
CPU: 344 Transistors  
JANUS Audio  
PLAYERS: 1  
RELEASE DATE: Oct. 2004  
SCORE: 5.0/10



### GRAPHICS

Dull and uninspired. The same backgrounds used by repeatedly.

### GAMEPLAY

Just goes to show a slew of gadgets and gizmos, but less the fun of using them.

### SOUND

The sound effects are passable, but you'll turn down the volume to avoid hearing the M/ theme over and over.

### OVERALL

There's very little reason to play this game, unless you find it on the cheap. Spend your money elsewhere.



**5.0**  
OUT OF TEN

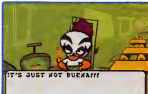


## MUCHA LUCHA! MASCARITAS OF THE LOST CODE

**M**ucha Lucha! is truly a frightening phenomenon. Unfamiliar with the cartoon, I was thrown into the bizarre world of vaguely Hispanic (English is used 90 percent of the time, but once in a while these tykes toss some Spanish to keep things edgy) child "wrestling," which, as it turns out, is something like a street brawl for kiddies with iron deficiencies. The action is so brutally dull that even the foremost Lucha authorities should avoid stepping into the ring with this game.

Don't be fooled by the suggestion that some type of wrestling goes on in Mucha Lucha! land. Instead, you chase what appear to be little dragon men and anthropomorphic chalkboards across side-scrolling stages, hoping to land a single punch or kick with your stubby appendages. Since most of 'em turtle up and block even the slightest threat, felling one frustrating target is a lengthy, mind-numbing endeavor.

I was hopeful to see boss battles at least taking place within a squared circle, but the ropes only served to confine the same lackluster action as the rest of the game. If simply seeing Mucha Lucha! characters (albeit engaged in bland, humiliating acts of half-hearted combat) excites you, then ask the poor clerk at the game store to demo it for you and avoid a pricey rental. I'd be embarrassed to gift it to a drooling infant—Lucha is irresponsibly bad. **D** —Jon Dudlak



Mixed use of gringo-friendly Spanish words scores Lucha few charm points.



The biggest challenge is actually identifying what the heck you're fighting.



**POCKET DATA**  
PUBLISHED: Lucha  
CPU: 344 Transistors  
JANUS Audio  
PLAYERS: 1  
RELEASE DATE: Oct. 2004  
SCORE: 1.0/10



### GRAPHICS

Big, cartoony graphics show little detail, but they're most enjoyable aspect of the game.

### GAMEPLAY

Simply horrendous, monotonous button-mashing will result even toddlers.

### SOUND

Latin-infused ditties loop over and mercilessly steel permanent residence in your brain.

### OVERALL

It's difficult to find anything redeeming about this one. Worthless, perhaps, of Happy-Meal free-toy status, but certainly not retail sale.



**1.0**  
OUT OF TEN





## ONIMUSHA TACTICS

**A**ll of a sudden there's a glut of strategy games available for the GBA. In the last year we've seen *Advance Wars 2*, *Final Fantasy Tactics*, *Fire Emblem*, and more. Because of this, people might be inclined to overlook Capcom's simple yet excellent entry into the genre, *Onimusha Tactics*.

It's true this title doesn't offer the depth of some of the other GBA strategy-RPG hybrids, but its simplicity makes it a solid offering for those who are new to this type of game.

Gether party members, choose teams, and take them into battles. Members gain experience each time they execute a move, eventually becoming more powerful and gaining new abilities. The whole thing is a bit formulaic, but still a lot of fun.

Where this game excels is in the story. It is compelling enough to keep you playing all the way through to the end. And while some of the scenarios are reasonably challenging, none will bog players down. It's actually refreshing to play a strategy RPG that takes less than 100 hours to complete.

Unfortunately, this is also the game's biggest shortcoming. It's possible that players will feel a bit cheated when comparing this game to some of the others out there, and that is a pity. Those who are willing to give *Onimusha Tactics* a chance are sure to find a very enjoyable, interesting addition to the genre. **B**

—Marc Camron



You must use terrain wisely to keep the upper hand in battle.



Big purple things with claws are the stuff of everyone's nightmares.



## OPERATION ARMORED LIBERTY

**I** remember when this game was on the Super NES. Only it wasn't called *Operation Armored Liberty* back then, it was called *Super Battle Tank*. Majesco has shrunk the graphics onto the GBA and modified the missions to reflect events that took place during the second war in Iraq, but what they neglected to do was make this simplistic tank-combat game fun to play.

Combat takes place from a first-person viewpoint. The whole goal of the game is to get close to enemy tanks and helicopters so that you can destroy them using your tank's cannon and machine guns.

Likewise, it's easy to appreciate the photo-realistic graphics used for the various tanks, choppers, and SCUD launchers that you'll come across, but these objects look so silly moving along across the flat, featureless terrain that honestly could have been drawn up in MS Paint thirty minutes before the game went into production.

Everywhere you look, this game screams cheap. The weak A.I., the stale graphics, the password-save system, the fact you can complete the entire thing in under an hour... It's no wonder this game hit the bargain bin the day it came out. **D**

—Frank Provo



Yes, Majesco! At least update the scenery when you're doing a remake!



The bosses are actually pictures of fortresses that don't have any moving parts.



## OZZY & DRIX

I think I need a pill

**O**smosis Jones was a cool, quirky little movie, and the spinoff cartoon, *Ozzy & Drix*, shares a similar sense of humor and wackiness. Unfortunately, however, Midway's GBA effort falls flatter than a microbe run down by a rampant cartoon steamroller.

A hybrid of platform action, driving, and shooting, *Ozzy & Drix* falls at nearly every attempt to entertain. The designers seemed to forget that games are supposed to be fun to play, not merely funny when the onscreen characters bicker. The opening conversation joke doesn't distract long enough to get through the first level.

With spotty collision detection, fussy controls, and unclear objectives, the game is a study in frustration from the first level. If you can hit all the nearly out-of-sight jumps needed to get to the end of the level, you might find that you missed a key and inexcusably can't exit the world. The game continues like this through equally crummy driving and shooting levels until you will wonder why you're even bothering.

All the action in the game takes place inside of a kid's body. This doesn't explain the endless falls (out the bottom of the foot?) when one misses a crucial platform, but it does clue you in to the game's origin. Clearly this one came from the bowels. **B** —Marc Camron



Tired of enemy platforming? Why don't you give enemy driving a try!



The places you'll go, the creatures you'll see...the plaque you'll fight.



**POCKET DATA**  
KIDSCREEN Rating: Everyone  
DEVELOPER: Midway  
GENRE: Platform  
PLAYERS: 2-2  
RELEASE DATE: Out Now  
EVRN: ESRAB: E



**POCKET SCORE**

**GRAPHICS**  
The characters are fuzzy and enemies generic, but some of the pseudo-3D effects are nice.

**GAMEPLAY**

As a whole, this game is a study in frustration. Another poorly executed license.

**SOUND**

Generic. Little thought was placed here and the sound does little to help the game.

**OVERALL**

If this game is any indication of what really goes on in the human body, my heartburn suddenly makes sense.

**2.0**

OUT OF TEN



## SONIC BATTLE

A speedy blue blessing

**G**iven the current state of the *Sonic* franchise, I was skeptical about the potential of a *Sonic*-based GBA fighting game. While most of the recent games haven't been really bad, none have been good, either.

*Battle* is stuffed with enough game modes and options to make many console fighting games jealous. The core of the game is the robust Story mode, but there are also Versus battles and a Challenge mode. If one has any doubts as to the work that went into this title, they should just check the Training mode, with its fine adjustments for the "training dummy."

The controls are simple but offer an expanding repertoire of moves. While it is possible to begin by button-mashing, learning moves will benefit players later in the game when the action heats up. The difficulty ramps up as just the right speed so even younger players won't get too overwhelmed.

Each character has a unique story and ending, giving gamers a reason to play the Story mode multiple times.

The fun doesn't stop with the Story mode, though. Up to four players can connect for both individual and team matches to keep the action going long after the single-player mode has been conquered.

Fighting fans need to give *Sonic Battle* a try. You won't be sorry. **B+** —Marc Camron



Four-player battles are fast, furious, and not a little bit hectic!



It looks like Sonic and friends have entered the world of Iron.



**POCKET DATA**  
KIDSCREEN Rating: Everyone  
DEVELOPER: Sega Team  
GENRE: Fighting  
PLAYERS: 2-4  
RELEASE DATE: Out Now  
EVRN: ESRAB: E



**POCKET SCORE**

**GRAPHICS**  
At times a bit sparse, but the character animations are amazing.

**GAMEPLAY**

Solid controls and a deceptively deep fighting system. A worthy contender for the belt.

**SOUND**

Good. They may seem a bit "perky" for a fighting game, but are appropriate nonetheless.

**OVERALL**

Out of nowhere comes an amazing GBA fighter. Add in the cast of *Sonic* characters to equal an amazing sleeper hit!

**9.0**

OUT OF TEN



## SSX 3

Winter in your pocket year-round

**S** SSX 3 won't make you throw out your big console game system just yet, but it sure does serve a heaping helping of snow to those people that said the GBA was underpowered. Somehow, EA Games managed to implement many of the same features found in the PS2, Cube, and Xbox versions—along with a beautiful, free-flowing 3D graphics engine that blows away anything else currently on the GBA.

You can choose from 12 riders, five separate events, and more than 50 BIG challenges spread across a dozen or so runs on two different mountains. That's roughly two-thirds of what you'll find in the console versions and way more than you'll find in other GBA boarding games. Events include race, super pipe, slopestyle, big air, and rival race. You can use the money you earn in events and challenges to buy new boards, clothing, and attribute bonuses for your rider.

As for how it plays, this is definitely SSX. Ramps, rails, rooftops, and cliffs offer scads of big-air opportunities, and you can chain together uber and supertricks into insane combinations. The controls work well even with the GBA's four-button layout, and most tricks come out smoothly onscreen. There is some choppy-ness to the visuals here and there, but if you look at the screenshots, you'll realize just how much the game is trying to show. **B** —Frank Provo



SSX 3 is all about high-flying tricks, fast runs, and snappy visuals.



Before each run, your boarder actually takes a gondola ride up the mountain.



### GRAPHICS

The wide courses are beautiful, and you'll find many shortcuts among the rooftops and cliffs.

### GAMEPLAY

Tricks are easy to chain together, but the CPU opponents are dumb as rocks.

### SOUND

Ah, the Ashlles feel Great sound effects, but the music skips loop too much.

### OVERALL

EA crammed SSX 3 into the GBA and made it look just as good as the best PS1 snowboarding game.



## STAR WARS: FLIGHT OF THE FALCON

**T** he Star Wars name on a game has never guaranteed anything in terms of quality. Over the years we've gotten everything from the extremely good to the truly awful. Meet the latter.

At first glance, *Flight of the Falcon* doesn't look bad at all. It's a game based on the best parts of the first three *Star Wars* movies that allows you to pilot all of the films' cool vehicles. Sounds good. In fact, looking at stills you might even think it's not a bad-looking game. Unfortunately, the game uses a 3D engine that the GBA just can't handle. The control isn't much better, thanks again to the 3D engine.

You're given total control over your ship, but hardly any control over the firing cursor. No matter where you move your ship on the screen, the cursor stays mainly in the center. The missions that have you dodging obstacles or careening in and out of alleyways are just as bad due to the horrid framerate. And as if the missions weren't painful enough, they seem to last about twice as long as they should, making you all the more prone to flick that power switch before the mission ends.

Not even the most hardcore *Star Wars* fans should go anywhere near this game. Save your money and buy a few more *WotT* or *Kit Fisto* action figures. **D** —Bob McTague



Spacer has never looked more boring. Are those stars or TIE fighters?



This is about as pretty as it gets, folks. Move along. Move along.



**POCKET DATA**  
PUBLISHED BY: EA GAMES  
DEVELOPER: EA GAMES  
PLAYERS: 1  
RELEASE DATE: Oct. 1999  
EARNED RATING: E



### POCKET SCORE

**GRAPHICS**  
Pretty in little and a complete mess in motion.

### GAMEPLAY

Move your spaceship on the vehicle/cursor around. None and repeat.

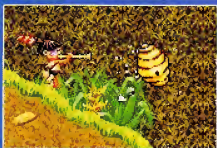
### SOUND

John Williams' soundtrack is all but raised here. At least the sound effects aren't bad.

### OVERALL

Even if you're a *Star Wars* fan, do not play this game.





## TAK AND THE POWER OF JUJU

**E**very console received its own version of the quirky native with the penchant for chicken suits. Overall, the games weren't bad, just a bit rough around the edges, making it difficult for them to compete in the crowd of excellent platform titles this season.

The GBA version is a bit weaker than the others. Despite some nice graphics and sound, the action just doesn't flow well. The action itself is pretty generic, with Tak beating enemies or shooting them with his handy blowgun while running through each level.

Occasionally there is the opportunity to take to the air in the aforementioned chicken suit or swim around in the requisite water levels, but these only break the monotony for a brief while.

The character of Tak is bursting with personality. It's impossible to look at him running around without cracking a smile, but that just isn't enough to elevate the level of the game. There isn't anything here that hasn't been done before (with the exception of the chicken suit), and all of it has been done better.

Perhaps if the animated series takes off, there will be a chance for the developers to redeem themselves. They were close with this one. Perhaps next time they can inject a bit of originality and come up with a winner. **B**

—Marc Camron



The thing is only one of the animals Tak can use in the game.



It's usually a good thing to avoid poison-coated spears, isn't it?



### GRAPHICS

Excellent. The character animations and backgrounds are both vivid and colorful.

### GAMEPLAY

Tight controls. Good to see a company outside of Nintendo get it right.

### SOUND

Good. Nothing revolutionary here, but the sound is more than respectable.

### OVERALL

Tak and the Power of Juju isn't bad game, just another slightly better than generic platform game to get lost in the crowd.

**6.0**  
OUT OF TEN



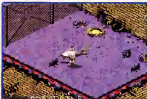
## TERMINATOR 3: RISE OF THE MACHINES

**A**tari has made millions of dollars by securing the game rights to top film licenses like *Enter the Matrix*. Now it's gotten its hands on *Terminator 3: Rise of the Machines*. The machines shouldn't have risen.

The game very loosely follows the plot of the film: a T-800 (Arnold) has to return to L.A. to protect John Connor from being terminated. Enemies consist of hunter-killers that look like dolphins, enemy terminators, turrets, mines, and the like. Arnle can commandeer vehicles, use thermal vision, and even take over Skynet weaponry if he jacks in to the right computer terminal. The point of view switches between isometric and first person, and players can toggle Arnle's control scheme between walking, running, and strafing. The usual power-ups are found: extra ammo, energy, grenades, C-4 for blowing doors open, etc. It has all the makings of a solid action game, right?

Wrong. *Rise of the Machines* is abysmal. The graphics are terrible, the control is loose, and the gameplay is incredibly repetitive: Players either guard resistance soldiers or merely run through a level taking out everything in sight with machine guns, grenades, and their fists. *Rise of the Machines* comes off as a remake of the classic arcade title *Ikaru Warriors*, but without any sense of fun. If Arnle's political career follows the path of this game, he'll be impeached. **D**

—Doug Trueman



Is it a robot or a giant metal fish? You decide.



Thermal vision will tell you where your allies are hiding.



### GRAPHICS

Terrible. While the characters animate well, the backgrounds look like they're from the 8-bit era.

### GAMEPLAY

Repetitive and dull. The gameplay is so archaic it seems that Atari just phoned it in.

### SOUND

The gunshots and soundtrack are about the only things T3 has going for it.

### OVERALL

There's nothing that makes this title resemble the film aside for the use of names and places. Stay far away.

**3.0**  
OUT OF TEN



## THE HOBBIT

Come to me, my precious

**G**iven the buzz around *The Lord of the Rings* films, it was natural for someone to license the prequel, *The Hobbit*, for games. Taking its inspiration from the novel, Sierra's game lets players take control of Bilbo Baggins on his journey "there and back again."

All the locations and events in the book are here, along with a few that sprung from the mind of the game developers just to keep the action flowing. The action is very *Zelda*-esque, with a similar 3/4 perspective looking down on the playfield.

Creatures come in numerous shapes and sizes, and fighting is relatively easy. In fact, the game itself isn't too difficult, encouraging adventure rather than repetitive, frustrating, do-it-all-you-get-it-right action.

There are puzzles to solve, Gollum to thwart, and a giant dragon to deal with at the end. Overall, the title offers a good balance between action and puzzle solving, keeping an even tone throughout. This is also the biggest flaw of the title.

The game is never very exciting. Moments of tension are few and far between, and the action never really heats up enough to draw the player into the world of Middle-earth.

*The Hobbit* is a respectable entry into Tolkien's world, if not a terribly exciting one. Perfect for younger gamers or *Hobbit* aficionados. **B** —Marc Camron



Sneaking past guards is no simple task. At least you can see them sleep.



Even really small Gollums will a creepy little bugger.



## TIGER WOODS PGA TOUR 2004

**T**iger Woods PGA Tour 2004 is definitely not a bad game of golf—in fact, it's the best golf game made specifically for the GBA. However, it's still not enough to best the portable golf king—*Mario Golf* for the GBC.

*Tiger Woods PGA Tour 2004* borrows many features from its console big brothers, the most obvious of which is the Total Precision swing. Holding down and then pushing forward on the D-pad simulates your golfer's swing and attempts to give you the same feeling of control found in the console versions. The ability to control your swing works great with an analog stick, but unfortunately, it just doesn't come off well with the GBA's directional pad. It's certainly ambitious, but the tried and true swing meter just seems to be the practical choice for the system.

Most gamers will spend the majority of their time in TW2004's extensive Career mode. Players choose from one of the handful of real and phony golfers and compete in tournaments and special challenges to earn money and trophies. Money earned can be used to further improve your golfer.

Five courses, a bunch of different modes, and even GC connectivity make *Tiger Woods PGA Tour 2004* a fun portable golf game, but here's hoping for some improvements to be made for 2005. **B** —Bob McTague



Setting up your shot is more annoying than writing checks to losing times...losing times!!



Weather effects like rain and wind influence your shots dramatically.



# SUPER MARIO BROS. 3

SUPER MARIO ADVANCE 4 • BY FRANK PROVO

**I**t's amazing how well Super Mario Bros. 3 has held up over the past 14 years. The main thing Nintendo did to spiff up this GBA remake was to redraw all of the graphics in order to make the game look nice compared to all of the other more "modern" games already available for the system. New features, like the expanded inventory cabinet and the anytime-anywhere save option, also help the game transition well onto Nintendo's 32-bit handheld. When it comes to gameplay, however, this is the same

Super Mario Bros. 3 that was released for the NES back in 1990, and that's what's most impressive, because the game is still so far ahead of its time.

Unlike many platform-jumpers, where you're running to the right all the time and simply jumping from one ledge to the next, Super Mario Bros. 3 lets you explore in all directions. That's key, because Nintendo soaked away so many hidden areas, warp whistles, and bonus items in every level of the game that half the fun comes from just finding these secret goodies. You never know

when a cluster of 1-UPs will be hidden in the air above you or behind a seemingly solid wall of bricks—and that's where this guide comes in.

Laid out on the following pages are the methods and tricks to use to find every secret in every one of the game's 91 levels.

## GBA CHANGES



Everything changes with age and Super Mario Bros. 3 is no different. In bringing the game over to the GBA, Nintendo made a few minor changes that only a diehard fan of the original NES game would ever notice.

- When you get hit as Raccoon, Frog, or Fire Mario, you turn into Super Mario. In the original, you'd shrink back down to little Mario.
- Mario's inventory only had 28 spots in the NES version. He now has 36.
- All of the doorways in the game have doors attached. In the original, they were simply open portals.
- The coins and signs on the map screen sparkle and animate. They didn't in the NES version.

## THE BASICS: MOVE IT, MARIO!

There's more to this game than just the A button. Depending on where you are or what power-up you're using, you can make Mario do a lot of neat things.

- Hold B to run.
- After you stomp on a Koopa shell, you can pick it up by holding the B button and walking into it.
- To slide under bricks as Super Mario, run and tap down to duck just before you reach the opening.
- When you jump onto an enemy or a note block, press A just before you land to bounce high into the air.
- Tap A repeatedly to float as Raccoon Mario.
- You can slap enemies with Raccoon Mario's tail by pressing B.
- In later levels, you'll get the Tanuki suit, a version of Raccoon Mario that can transform into a statue. Press down and B to use this bizarre attack.
- Hold A to swim faster with the Frog suit equipped. Mario can also swim up and down more easily with the Frog suit.
- Tap B with the Hammer Bros. suit equipped to throw hammers at Mario's enemies.
- Duck with the Hammer Bros. suit equipped to block fireball attacks.
- Fire Mario can defeat most bosses with 10 fireballs.
- In level 5-3, you can steal a Kuribo shoe from a Goomba and ride around in it.

## MINIGAMES

### End-Level Cards



At the end of each level is a slot machine with an item in it. When you touch the slot machine, that item will be added to the cards you have in the lower right corner of your screen. Collect 3 cards and you can earn 1-UPs. Match 3 stars for 5 lives, 3 flowers for 3 lives, and 3 mushrooms for 2 lives. If you don't match all three, you'll still earn one extra life.

### Hammer Brothers

If you look closely at a world map, you'll often see a Hammer Brother wandering around. Land on them and you'll find yourself in a small area with bricks and one or two Hammer Brothers. Jump on their heads, hit them with a fireball, or smash the bricks they're standing on to defeat them.





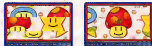
## "NINTENDO" SPADE MATCHING GAME



Don't get hit by their hammers! Your reward for victory is a rare item, usually a music box, hammer, or P Wing.

In worlds 1, 3, 5, and 6, you can turn Hammer Brothers into treasure ships that contain coins and 1-UPS. To do this, first make sure the number of coins you have is a multiple of 11 (11, 22, 33, 44, etc.). Next, make sure the tens digit (that's the second one from the right) in your score matches the multiple in your coins. For example, if you have 88 coins, you want your score to end with 80. If you have 44 coins, your score should end with 40. Finally, you need to finish the stage you're in with an even number of seconds left on the clock.

### Card Line-Up Game



One of the easiest ways to rack up 1-UPS is in the card puzzle game that appears in each area. If you see a card (diamond, heart, spade, or club) on your map, land on it to try and solve the puzzle. The first time you press the button, you'll look in the upper picture.

To look in the middle picture, press the button when the item you want is just coming into view. The last item requires a little luck. You can get up to 10 extra lives in one shot this way.

Every time you earn 80,000 points, an "N" card will appear on the map. Enter it to participate in a Concentration-style matching game. You need to flip over cards and match the items. You'll win whatever items you match correctly, but the game

only gives you two mistakes. There are only 8 possible patterns. Even if you lose, the pattern will remain the same each time until you've solved a puzzle. Use our layout of all 8 patterns to figure out which one the game chose for you.



### About Warp Whistles

Warp whistles allow you to warp ahead to later worlds. There are a total of three of them to be found. Pull up your inventory on the map screen to use a warp whistle. Where you use the warp whistle determines what worlds you can reach. You can access worlds 1-4 from world one, worlds 5-7 from worlds two through six, and world 8 from world seven. This is a bit sneaky, but you can also access world 8 by playing a warp whistle from within the warp zone.

### Blue Mushroom Houses

Within each world, there's a blue mushroom house hidden somewhere. If you find a blue mushroom house, you'll usually be rewarded with an Anchor, P Wing, or Warp Whistle. To reveal the house on your map, you need to collect a certain number of coins in one of the world's levels. The walkthrough in the following pages will alert you when you're in one of these levels.

## EASY & INFINITE 1-UPS

Every Mario game always provides multiple opportunities to earn dozens, even hundreds of lives at a time just by putting Mario's powers to use in ways that you wouldn't ordinarily think of. The levels in SMB3 that offer the most 1-UPS are: 1-2, Fortress 2, 3-4, 3-5, 4-6, and 5-1. Check out the walkthrough for tips on how to master all of these 1-UP opportunities.





# WALKTHROUGH & SECRETS

## GRASS LAND

### World 1-1



Stomp on the Koopa Troopa and boot it toward the right to reveal a leaf, which will transform you into Raccoon Mario.



Stomp the three Goombas, then hold down the B button and take a running start. Fly into the clouds to score coins and a 1-UP. Take another running start off the clouds to find a pipe with coins hidden inside.



Kick the Koopa Troopa at the end of the level to the left. A POW switch is hidden in the upright brick.

### World 1-2



(1) As Super Mario, grab the feather from this block and focus your attention on the Koopas coming out of the pipe to the left.

(2) Stomp on a Koopa and keep the jump button held. You'll bounce high into the air. Rapidly press jump in order to float in midair.



Bounce on the next Koopa without touching the ground. Keep doing this and eventually you'll start earning 1-UPs. You can do the same thing near the pipe at the end of the level too.



Run and quickly press down in order to slide under the bricks. Break the one on the left to reveal a POW switch. Jump on it and use the bricks to enter the pipe up above.

### World 1-3



(1) Stomp on the Koopa Troopa and kick him to the left to get rid of a bunch of bricks.

(2) Once the bricks are gone, jump around to reveal this orange note block. Jump onto it. Just as you land, tap the jump button again and you'll take a giant leap into the clouds to a coin bonus stage. If you're Raccoon Mario, fly up above the first set of coins to find more coins and a 1-UP.



After leaving the coin bonus go left until you find a large white block. Jump on it and duck until you fall behind the scenery. Hold B and run to the right to enter Toad's house for the first warp whistle.

### World 1-4



You need to get 44 or more coins in this level to reveal the blue mushroom house containing a P wing. To do so, you'll need to make use of two multi-coin bricks hidden in the level.

The first multi-coin brick is located just left and underneath the first Koopa Troopa. Fly, there's a mushroom or feather item in the right-most brick of the L-shaped formation to your left.



You'll find the second multi-coin just past the area where you used the falling platform to grab 8 coins. Jump into the opening and smash one of the bricks with Mario's head to access it.

### Fortress 1



There are two ways to beat this level.

(1) If you don't already have the Raccoon outfit equipped, grab the Super Leaf from the block next to the Dry Bones. Take a running start from the far right, or from the platform just before the fireball, and fly over the bricks above the spot where you got the leaf.



(2) Move to the right until you can't go any further and push up to enter a room containing a warp whistle.

Alternatively, make it past the spiked ceiling to confront Boom Boom. Jump on his head 3 times to defeat him.



## World 1-5



Woah! You begin this level sliding. Jump quickly in order to stomp the first Buzzy Beetle and send it flying into the others.



Take the upper path and jump to reveal an orange note block hiding just inside the tunnel. Hit the jump button on top of it to

visit another coin-filled bonus area. Like the one in 1-3, there's a 1-UP hidden in the air between the first and second sets of coins.

## World 1-6



- (1) Stomp and kick the green Koopa in this area to get rid of the bottom set of bricks. Smash the upper bricks to find a 1-UP.
- (2) Run and crouch to slide under the brick on the right. It's a multi-coin brick!

## Airship 1



Just a reminder: At the end of each area is an airship level that you need to pass in order to reach a boss. The first airship is fairly simple. Stay in the middle of the screen and don't rush.

## Koopa Kid #1: Larry Koopa



Larry is the first of eight Koopa kids you'll face. (1) Jump over the beams he shoots. Stomp on his head three times to finish him off. (2) He'll go into his shell every time you pounce on him. Avoid him until he stops hopping around.



# DESERT HILL

## World 2-1



Grab the feather from the brown brick between the pink pipe structures.



Take a running start on the first pipe structure and fly upward to enter the orange pipe that's hanging in midair. Inside is a bunch of coins.



The last pipe in the level holds a POW switch. When you trigger it, the bricks in the level will turn into coins. As long as

you have time remaining, you can enter this pipe any time after to keep grabbing the same coins.

## World 2-2



You need to collect 30 coins in this level to unlock the blue mushroom house.

- (1) Step onto the platform and grab all of the coins you see. Don't break any bricks.
- (2) When you reach the first pair of bricks dangling in midair, duck and slam your head into the one on the right to reveal a P switch. Don't use it yet.
- (3) Swim back to the left, past all the Cheep-Cheeps, and get back on the platform. Jump onto the block next to the P switch and trigger it when the moving platform clears below you. Grab the coins that appear.



## Fortress 2

Use the same technique you used in level 1-2 to score multiple 1-UPs. There are two spots in the first part of this level where Reccoon Mario can hover and bounce between the Dry Bones.

## World 2-3

(1) Halfway through this level you'll come to two pyramids made out of normal bricks. There's a note block hidden above the second pyramid. Jump to reveal it.



(2) Jump onto the note block and use it to reveal the three blocks hidden to the left. Climb them like stairs to find a POW switch on the platform to the left.

### Desert



If you get caught in the quicksand, tap jump repeatedly to get out.

Midway through the level, the sun will start chasing you. The best way to get rid of it is to boot a Koopa shell into it.



### World 2-4



Enter this stage as Raccoon Mario and you can have some fun.

(1) Look above you. See that breakaway brick? Remember it. Stomp on the Goomba and walk to the right. When you reach the post, run back to the left.

(2) Fly up and break the bricks. You'll find a horde of coins up there and a clear path to the end of the level.

### World 2-5



Grab a Koopa shell and throw it into the small passage with blocks at the bottom. A vine will grow. Climb it and go to the left to find a pipe leading to a hidden coin room.

In the coin room, don't destroy the

bottom block. Stand on it so that you can grab the POW switch in the block above. Trigger it to get some coinage.



### World 2 Map Screen



You should get a hammer from one of the Hammer Brothers in this world. Go to the upper right dot on your map and pull up the inventory screen. Activate the hammer to destroy the boulder, revealing Toad's red mushroom house and another Hammer Brother. You have a 1 in 3 chance of getting a Frog Suit from Toad's. The Hammer Brother has the third and final warp whistle.

### Pyramid



When you reach the upside-down pipe surrounded by wooden bricks, jump to reveal a hidden coin block. Enter the pipe



to find a hidden coin room.

At the end of the level, when you come out of the pipe in front of the Hammer Brother, go left to find a POW switch. Trigger it to collect some swanky blue coins.

### Airship 2



At the beginning of the stage, go up. When you reach an area with large crates stacked up, fall between them and move to the right.

### Koopa Kid #2: Morton Koopa Jr.



Morton behaves just like Larry from world 1. The only difference here is that the floor is uneven. Jump on his head and avoid him when he goes into his shell. Repeat three times to complete world 2.



## SEA SIDE

### World 3-1



Fall straight down in the beginning and drop into the pit on the left for a Fire Flower. Below the pipe at the end of the level, there's an opening that leads to a 1-UP and some coins. You need the Frog Suit to get it.

### World 3-2



The block on the right contains a 1-UP. You can use the POW switch to turn the coins on your right into a platform that will allow you to get the 1-UP. It's fairly dangerous though.



If you make it to the end of the level as Raccoon Mario, you can fly up to the left to find coins and an extra life.



### World 3-3

Watch the tide in this level. When it's low, Bosa Bass can swallow you in one bite.



Grab one of the blue bricks and throw it at the yellow brick on the left to find a POW switch. It will transform the rows of coins into platforms, which you can use to run to the end of the level.

### Fortress 3-A



There's a coin room behind the last door at the end of the hallway, but you need to be Raccoon Mario in order to collect them all. You can also perform the "infinite bounce" trick on the Dry Bones here as well.



To reach Boom-Boom, enter the sixth door and jump up to the left.



As always, you need to stomp on Boom-Boom three times to get rid of him. After the second time, however, he'll sprout wings and fly through the air. Pounce on his head when he tries to dive-bomb you.

### World 3-4



To jump across the pond with the Cheep-Cheep in it, run all the way down the hill and jump at the last second. There's a leaf item in the ? block if you need it.



Here's another way to get dozens of 1-UPs without much effort, although it is dangerous. When Lakitu appears in the sky, run back to the area below the piranha plant. Grab a Koopa shell and kick it into the space between the two bricks. Stand on the center bricks and Lakitu will drop Spiny into the area where the shell is bouncing back and forth.

### World 3-5

Go into this level as Frog Mario and keep the suit on in order to reach hidden 1-UPs. (1) The Frog suit will allow you to enter a pipe with current coming out of it.



(2) Hold right in order to reach the giant ? block with three 1-UPs in it.



### World 3-6

As the screen moves to the right, stomp on the first Koopa you see and carry his shell to the right. Face left and let it go so that it drops down and collects the coins in



the gold brick below.

Up ahead, grab one of the blue ice bricks and launch it to the right to reveal a POW switch.



### World 3-7

(1) When you reach the two sets of U-shaped bricks, pay attention to the bricks on the upper set.

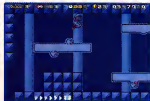
(2) Smash the bricks on the left as Super Mario or throw a Koopa Shell into them to trigger the vine. Up top, you'll find a POW switch on the left.

Stand on top of the vine support brick and jump to the right until you land on a strip of clouds. Jump in the center to reveal an orange note, which you can bounce on to reach a bonus stage containing coins and a Juggem's cloud.



### Fortress 3-B

You'll be swimming through most of this level. The white platforms are haunted by Boos. Try not to touch them or come within a



"small Mario's distance."

Once again, Boom-Boom will fly into the air after your first attack. Be careful.

Sometimes, he drops to the ground and exposes his spikes.

### World 3-8



You have to collect 44 coins in this stage to unlock another blue mushroom house. Unfortunately, Boss Bats is all over the place.



When you come to an area with a gold brick sitting atop two blue ice bricks, destroy the ice bricks and bash



Mario's head like a madman against the coin block. You can use the POW switch to grab another 8 to 10 coins.

### World 3-9



(1) Went to score more than 100 extra lives? First, grab the Koopa shell at the beginning of the level and carry it to the right as fast as you can. Watch out for the piranha plant, the cannons, and the Bobombs.

(2) Throw the shell past the second cannon so that it sails to the right. Sit atop the ledge as it bounces between the two cannons. You'll score a 1-UP for each Bullet Bill. Considering how many free lives you can get, it's worth sacrificing even a dozen just to perform this trick.

Go down the pipe just past the cannons (or the one further ahead) to exit the level. Swim left for a frog suit and right for the exit.



### Airship 3



You'll have an easier time of it if you go into this stage as Raccoon Mario. Start out by waiting on the ledge to the left of the

Rocky Wrenches. Run and leap over them once you have room to do so. There are two 7 blocks in this level. Unless you're little Mario, both contain leaf items.

### Koopa Kid #3: Wendy O. Koopa



Wendy's room is square shaped, and her attacks are similar to those of Larry and Morton. The difference here is that she starts off the round by casting an attack that will continue to bounce around the room during the fight. Jump over her first attack and stomp on her. Every time you successfully pounce on Wendy, she'll cast another of those inner tube-like attacks. Jump and duck under the magic as it bounces around the room. If you use fireballs, she'll only cast the first rebounding attack.

## BIG ISLAND

### World 4-1



You can get two 1-UPs if you play this stage as Raccoon Mario. The first 7 block you come to has a Super Leaf in it. When you reach the waterfall drainpipes, use the area to the right as a runway. Fly back to the left and you'll find a pond above the pipes. Inside the pond,



swim to the left and go down the far left pipe to enter an area filled with water.

Avoid Big Bertha and the Baby Cheeps to grab two extra lives.

### World 4-2



You need to collect 22 coins on this stage to reveal the blue mushroom house. Grab the Starman inside the 7 block and hit the nearby POW switch. You can only miss two coins if you want to reach the total you need.

### World 4-3



(1) As luck would have it, the power up item in the 7 block is a Super Leaf.

(2) Use the ground on the right to fly upward to reveal a stash of coins.

### Fortress 4-A



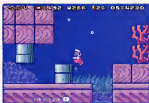
(1) It's a good idea to enter this level with a Starman. When you come to a set of five pipes, go down the middle one for a fast path to the end.

(2) Jump around at the end of the tunnel to reveal two invisible coin blocks, which you can use as steps to reach the top.



Boom-Boom won't fly this time, but he'll run back and forth more quickly every time you pounce on him.

# World 4-4



Stay low in the water in this level to avoid the Spiny that Lakitu drops. Down and left of the first power-up is a pipe that leads to a Frog Suit, although you'll probably need a Frog Suit just to reach it.

# World 4-5



The cannons in this level launch Missile Bills, which will turn around and follow you unless you stomp on them. Locate an area with two cannons right next to each other and jump off the one on the right to activate the vine block. Perform a super jump off one of the Missile Bills to reach the vine.



Inside the pipe is the Tanuki suit, which allows Mario to transform into a statue by pressing down and B. Trigger the POW switch and exit the pipe. Float to the right to collect a gaggle of blue coins.

# World 4-6



Doorways in this level transform it from giant to normal size. The neatest aspect of this is that whenever you enter a door, all of the power-ups reset so you can keep getting them over and over again.

In giant mode, there's a 1-UP in the first brick structure you come across.



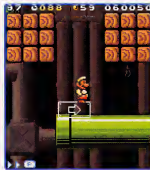
In normal mode, you can snag a 1-UP by flying into the clouds above the first pipe, and another by finding the hidden blocks between the two pipes where the green Koopa Troopa is.

# Fortress 4-B



(1) Past the lava beds and donut platforms, you'll reach an area with some Dry Bones and a single yellow brick. Jump into the brick to reveal a POW switch and super jump off the Dry Bones to trigger it.

(2) The P-switch will reveal a group of blue coins. Push up in the center of these coins to enter a hidden doorway, which leads to 3 hidden areas.



Directional lifts change direction when you jump.



In the second hidden stage, find the hidden coin blocks above the pipe to reach a 1-UP.



As Raccoon Mario, you can fly into the upper left corner of the third stage to grab some coins. Regardless, there are three 1-UPs in the giant 7 block.

# Airship 4



The cannons in this stage spew flames. If you can reach it, the 7 block in this stage has a Super Leaf in it.

# Koopa Kid #4: Iggy Koopa



Iggy behaves just like Larry and Morton, except that his room is smaller. He usually stops in the corners to cast magic. Take advantage of that to pounce on him.

### THE SKY

#### World 5-1



From the map screen, pull up your inventory and activate a P Wing. When the level begins, fly straight up and enter the pipe in the sky.



This area has two paths. The upper leads to a Music Box. The lower leads to four 1-UPs and a bunch of coins. You can grab all of these goodies if you take the lower path first.



Grab the four 1-UPs one at a time from the row of bricks on your right.



Fly straight up to find a POW switch and activate it to grab the blue coins below. Don't bother flying up through the opening in the archway.



Go back through the pipe you just came out of. To access the upper path, duck and then rapidly tap the jump button to fly

through the tiny pathway. Alternatively, if you let the Chain Chomp in the last area bite you, you can come back here and just run through the tunnel as tiny Mario. A Music Box is at the end of the path.

#### World 5-2



If you enter this level by using a P Wing, you can easily grab the coins at the bottom of the area and fly back up to reach the 1-UPs in the pipe.



After you go into the first pipe, you'll fall straight down a long corridor. Don't move and you'll land on a note block. If you don't have the P Wing equipped, jump right and go up the pipe. If you do have the P Wing equipped, fall down off the note block and grab the coins in the cavern below. Fly back up when you've got them all and enter the pipe at the top.



If you made it into the upper area, enter the first pipe to find three 1-UPs in a giant ? block.

#### World 5-3



Kuribo Shoe! Kuribo Shoe! This is every game geek's favorite level. Position yourself under some bricks and wait for a Goomba with a green shoe to land above you. Smash the brick below the Goomba knock him out of the shoe.



While inside the Kuribo shoe, you can jump on top of Spiny and walk across the Munchers without being hurt.

#### Fortress 5-A



Enter this stage as Raccoon Mario, or better yet, activate a P Wing. Just past the lava bed and Thwomp, you'll notice four

yellow blocks on the ceiling. Break them and fly up the opening to find a secret area. There are three 1-UPs above the coins. Boom-Boom is a pushover in this stage. He doesn't fly and there aren't any ledges to cope with.

#### Tower



You need to go up the tower in order to access the rest of world 5. If you come into the tower with a P Wing active and make it to the first outdoor area without getting hit, you can fly over the pipe on the right and grab three 1-UPs.

#### World 5-4



This stage is madness, but if you enter it as Super Mario or better, you can avoid most of the rough spots. Grab the Super Leaf from the ? block and use the cloud platform to get a running start. Fly up and to the right to find a cloud platform in the sky. Lakitu is dropping Spiny eggs at the exit. If you wait until he drops 5 of them, you'll score a ton of points and a 1-UP when you touch the card to leave the level.

#### World 5-5



(1) Use a Koopa shell or Raccoon Mario's tail to remove the blocks on top of the second pipe. Go down it to get some coins and a Tanuki suit.

(2) You need to get 28 coins on this level to access the blue mushroom house. Even if you grab every coin in a single pass, you still won't have enough. After you leave the room with the Tanuki suit, backtrack all the way back to the pipe with the blocks above it. On the way, you'll find four ? blocks containing a Super Leaf and three coins. These coins reappear every time you enter and leave the room with the Tanuki suit.

#### World 5-6



Now the game starts to get difficult. You need to jump from one Para-Beetle to the next.



Activate the POW switch to create platforms that will make it easier to reach the pipe at the end.

### World 5-7



Before you start this stage, pull up your inventory and activate a Starman. While you're invincible, the first 7 block in every group you come across with have a Starman in it. You can actually run through the entire stage with invincibility if you continue to collect Starman items.



Go down the first pipe to find the lower section of this stage. Raccoon Mario can activate a POW switch in the middle of the first set of bricks high up in the sky.

### Fortress 5-B



Ugh, lava on the floor and ceiling. Grab the Starman to make things easier for yourself. Boom-Boom will take to the air after you smash him once. Watch out when he drops back down to the floor. Half the time, he'll extend his spikes instead of giving you an opening to attack from.

### World 5-8

You can use the high clouds to pounce on the Lakitus in this stage, but you're better off just moving to the right as fast as you can.

### World 5-9



Halfway through this stage, you may need to super jump off of the Fire Chomp to reach the next platform.

### Airship 5



At the end of this stage is an area with a crossfire of 8 cannons. You'll be safe for a second or two standing directly under or over one of the cannons, but you need to move forward before a cannonball hits you.

### Koopa Kid #5: Roy Koopa



Unlike the other Koopa kids, Roy is trouble. He doesn't jump as high as his siblings, but the impact from his landings is so strong that it will stun you if you're standing on the floor. Keep jumping to avoid his stun attack and stomp on him three times for the victory.

## ICE LAND

### World 6-1



Just past the first pipe is a long stretch of flat ground. Raccoon Mario can use this as a runway. Fly up and to the left to find a door in the sky.



In the secret room, run and duck to slide under the gaps in the upper passage. Activate the POW switch and slide back to collect the coins.

### World 6-3



Grab the Super Leaf from the ? block. You can run across the small gaps by holding down the B button.



Use the red Koopa shell over in the next area to hit the block and activate the vine. There's a Tanuki suit hidden in the vine above. Once you have the suit, fill your P gauge before you leave the secret room. That way, you can fly all the way to the end of the level when you exit the pipe.

### Fortress 6-A



All of the power-ups in this stage are Super Leafs. Just past the first set of Roto Discs in the second section

of the level, Raccoon Mario can gain speed and fly upward to grab a 1-UP. There's a Starman hidden in one of the ? blocks between the second set of Roto Discs here.

### World 6-4



When you reach the first moving platform, jump on it to make it move and then jump onto the block of ice to the right. When the platform comes out from beneath the ice, fall onto it and jump quickly to make a pink note block appear. Super jump onto it to go to a coin bonus area. FYI, the ? block to the right of the platform contains a Super Leaf.

### World 6-5



Fly up through the various holes in the ceiling to find coins and a 1-UP. You can keep going back through the pipes in

### World 6-2

To pass this level, you need to jump from cloud to cloud. You'll have a much easier time if you come in as Raccoon Mario.



this stage to get a Super Leaf whenever you need it.



The easiest way to clear this stage is to go in as Fire Mario. Knock out all of the Buzzy Beetles with your fireballs, but don't harm the green Koopa Troopa. Once the coast is clear, get the Super Leaf from the ? block. Stomp the Koopa and backup for some running room. Hold B to build speed and grab his shell. Fly into the air and drop his shell toward the right to take out the Munchers and birds. Make sure you don't touch the bricks while you're carrying the shell, or it'll pop away and you'll have to reset the room by entering a pipe.

### World 6-6



You'll have an easier time in this stage if you go in as Fire Mario.

### World 6-7

If you get 78 coins in this stage, you'll reveal a blue mushroom house. Since the reward is a P-Wing, it's probably not worth the effort. To grab the coins under the donut platforms, stand on them to make them fall and then jump off at the last second once you have the coins.



Only Fire Mario can melt the ice surrounding the coins at the end of the stage. The second ? block midway through the level contains a Fire Flower.

### Fortress 6-B

No secrets to find here, but since the entire floor is ice, you need to move slowly to avoid the Thwomps and Roto-Discs. Boom-Boom will remain grounded in this level.

### World 6-8



Pick up or boot a Koopa shell to the right and run after it to take out all of the Munchers and Peolies. You can get a 1-UP if you follow the shell all the way to the Buzzy Beetle.

Stand on the top right column of the H-shaped blocks to find a hidden block containing a 1-UP. Above the POW switch, you'll find a mass of blocks that will turn into coins. If you're Raccoon Mario, you can hit the POW switch and fly up.

### World 6-9



You can use a P-Wing to fly over the entire level, and collect a 1-UP along the way.

Alternatively, as Frog Mario, you can enter the third pipe, which will reward you with three 1-UPs and 35 coins. Try not to get hit as you fall into the water at the beginning of the level. Go through the upper pipe at the end to exit the level.



The POW Switch will turn Munchers into coins.

### World 6-10



Enter the stage as Fire Mario or grab the Fire Flower from the first ? block. When you come to the wall of bricks, pick up a blue brick, turn around, and throw into the block behind you. A vine will appear. Climb the vine to find a POW switch.



After you activate the POW switch, you have two choices. Option 1: Grab the mass of coins that appears. Option 2: Quickly run to the right until you come to a pipe covered by four ice blocks. Normally, there are Munchers inside the ice blocks, but since the POW switch is active, they're coins. Use fireballs to thaw the blocks and go into the pipe to get a Hammer Suit.

### Fortress 6-C



Raccoon Mario can fly up at the beginning of the stage to find a 1-UP. Fly up over the first Thwomp to find two multi-coin bricks. If you enter the stage with the Hammer Suit from 6-10, you can remove the Boos with Mario's hammer attack. To get past the gap at the end, hold B to run past it and under the Roto-Discs. Boom-Boom will jump onto the small platforms in his room.

### Airship 6



Ignore the bolt lifts. Take a running start and you can jump between most platforms. When you reach an area with a lengthy bolt lift, you may end up jumping past a bolt and falling to the bottom of the screen. Don't worry, there's a floor down there.

### Koopa Kid #6: Lemmy Koopa



Lemmy will throw out a beach ball every 5 seconds or so. You can jump on top of the beach balls, but avoid the sides and undersides. They can't be destroyed, so you need to finish the level before the room fills up with them. Jump onto Lemmy's head three times to beat him. Be careful of his shell, the spike on his back can hurt Mario.



## PIPE MAZE

### World 7-1



There's a hidden 1-UP above the second set of ? blocks. After you get it, go up the pipe on the far left to reach the next section.



Above the short vertical pipe, there's a hidden 1-UP next to the two normal bricks.



Get rid of the Red Koopa so it falls down the narrow gap between the pipes.

Raccoon Mario can use the running room to fly up and to the left

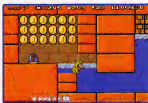
to access an area full of coins. Fly into the pipe at the top to reach them.



Super Jump to the left off the back of the Koopa Paratroopa at the end to find a 1-UP near the ceiling.

Alternatively, you can use the area underneath to build up speed as Raccoon Mario.

### World 7-2



Collect 46 coins in this stage to reveal a blue mushroom house. You need to play the level as Frog Mario to do this successfully. In the underwater section, hit the P-switch and collect the coins quickly. You need to get them all for the mushroom house to appear.



Just past the underwater section, you need to activate note blocks to make a bridge. Hit them and take the pipe on the lower left to return to the underwater area. Come back up the pipe and cross the note

blocks to reach the end of the stage. There's a hidden 1-UP above the 8th note block.

### World 7-3

Grab the first Starman in this stage and try to hit the left ? brick in each group. As long as you're invincible, they'll keep kicking out Starmen. The POW Switch only gives you a few additional coins.

### World 7-4

You can fly over the wall at the beginning of the stage to get two 1-UPs. Most of this stage takes place underwater, and the screen is constantly scrolling. Your best bet is to ignore the 1-UPs and enter the stage as Fire Mario. Better yet, use a Juggler's Cloud on the map to skip this level.

### World 7-5



Near the end of the stage, go down the pipe on the right next to the blue bricks. Drop out of the pipe and activate the hidden coin blocks. Go back up the same pipe and backtrack to the left. Make your way up to the upper area and go down the pipe at the far end. You can run across the coin blocks you just triggered to reach the end of the level.

### Fortress 7-A



Just past the small platform, smash the fourth row of bricks to find a POW Switch. Trigger it to reveal a ton of coins. If you exit

through the door at the bottom of the level, you can come right back and repeat the process over and over. To make it to the next area, enter the white doorway that appears on the small platform when you trigger the POW Switch.



In the area with the two pipes, enter the first pipe to get a Tanooki suit. Afterward, go into the pipe on the right and backtrack

back to the empty area with the candlestick fixtures and checkerboard floor. On the far left of the room, fly upward to find a pipe on the ceiling that leads to Boom-Boom.

### Piranha Stage 1

You'll get a P-Wing for finishing this stage. Run and jump a few steps before a pipe to jump over it. You'll need to time your jumps so you don't land on the Munchers coming out of pipes.

### World 7-6



A third of the way up the tower, a directional platform will carry you upward. Stay on it and move left and right to avoid the spikes. Don't jump over to the other platform next to the green pipe. Stay on the one you're on, jump up and to the right of the ? block, and continue to go higher.



When you reach the top of the opening, jump onto the directional platform in the middle of the screen. Jump on it to

move left, up, right (under the spikes), and then up.



To exit the stage, you need to stay on the directional platform and use it to go up past the Piranha plants. Maneuver it on the pipe on the ceiling.

### World 7-7



At the beginning of the level, Raccoon Mario can fly upward and grab a 1-UP.



Get the Starman from the first ? block and run like crazy to the right. Every ? block you ahead will contain a Starman if you're invincible when you hit them. You'll need to run and duck underneath the second ? block and one of the pipes up ahead.



The ? block in the upside-down L-shaped formation will have a Starman in it, whether or not you're already invincible.

### World 7-8



Raccoon Mario can fly up and right at the beginning of the stage to find a few ? blocks.



Above the long white platform, there's an orange note block hidden to the right of the green ceiling pipe. Super jump off of it to go to a coin bonus.



The left pipe in the small cluster contains a Hammer Bros. suit.

### World 7-9



Raccoon Mario can make short work of this level. Destroy the bricks at the beginning and fly upward over the purple structure.



Go right until you reach an area with five note blocks and drop down.



Backtrack left until you drop down two floors. Move right until you come to an area with two broken pipes.

Jump up through the top opening and go right to reach the exit.

### Fortress 7-B

Get the Starman in the first ? block. At the beginning of the second area, you need to run and slide under the pillar with a Rot-Disc spinning around it. Watch out for the two Dry Bones right ahead of it. Also be careful of the Thwomp just past the second pillar.

### Piranha Stage 2

You're better off skipping this, but if you complete it, you'll earn a plain mushroom.

### Airship 7



Ugh. This is the toughest of the airships. Although there are a bunch of bolt lifts, you really only need to worry about the ones on the propellers near the end. To use a bolt lift, land on it and run to the right. When you're

about to fall through, jump up. Land again, run to the right, and repeat the process.

Halfway through the level, you'll come to a series of bolt lifts in the air above an open space. Stay on the top one for a second or two and then jump as high as you can and as far as you can to the right.

### Koopa Kid #7:



### Ludwig Von Koopa

Ludwig is a combination of Larry and Roy. Every time he lands from a jump or falls off a platform, he'll cause the ground to shake—even when he's in his shell. If you're on the ground when this happens, you'll be stunned. Avoid the magic from his wand and jump around as much as possible to avoid the earthquakes. Pounce on him three times to finish the stage.

## BOWSER'S CASTLE



### Tanks

You need to jump from one tank to the next while the stage scrolls. Pounce on the Rocky Wrench enemies and watch out for the Bob-ombs. At the end of the stage, you'll face a single Boomerang Brother. Defeat him for a Starman.

### Battleships



After the first ship, fall into the muddy water and go underneath the next two ships. Keep pressing jump to avoid drowning and the screen scroll should push you forward the entire time. You'll fight Boom-Boom at the end of the level.

### Hand Traps

As you cross over a black square on the world map, there's a chance a hand will grab you and take you to a brief dungeon. They're not too rough, and you'll get a Super Leaf for completing them. Hopefully, you want have to do the dungeon in the far left square, which is full of Cheep-Cheeps.

### Airships



Hopefully you saved a P-Wing specifically for this stage. If you did, you can use it to fly over everything. If not, your platform jumping skills will be put to the test. You'll fight Boom-Boom at the end of the level.

### World 8-1

Go into this stage as Raccoon Mario, or if you have one left, use a P-Wing. Fly straight up at the beginning to find a POW Switch. Hit it to reveal the coins below.



To the right, you can fly onto the top of the tall pipe and go down it to get three 1-UPS.



There are two Indys jumps at the end. To get past the cannons, Super Jump off the red Koopa Paratroopa or one of the Bullet Bills. For the note

block, get a running start and Super Jump off of it sailing to the right.

### World 8-2

Sink into the quicksand pit and you'll fall into a secret room. Take the left pipe for a power-up or the right to get some coins. This will take you past most of the stage, including the Angry Sun near the end. If you didn't take the shortcut, the POW Switch will turn the

coins into a bridge over the wide pit. As Raccoon Mario, you can run down the hill at the end in order to fly over the final gap. Otherwise, jump across the note blocks.

## Fortress 8



Go all the way to the door on the far right. If you don't want an extra 1-UP, just smash the bricks and go in the door. In the brick above the door to the right is a POW Switch. If you hit it and go through the door, a white doorway will appear that leads to a 1-UP. It's a lot of risk for one life though.



In the next area, go right past the Thwomp and past the lava bed. When you reach a wall of bricks, you have a choice. As Raccoon Mario, break the bricks and get the Starman from the 7 block. Go right until you reach a Thwomp. Drop down and go left past the Thwomp to activate the POW Switch. Break the brick next to the switch and go into the second door on the right to reach Boom-Boom.



If you aren't Raccoon Mario, backtrack from the wall of bricks a short distance and drop down. There's a 1-UP hidden in a block on the right side of the gap. Go through the door. Duck under the spikes in the next area. Keep going until you reach the Thwomp and activate the POW Switch as mentioned above. The floor in Boom-Boom's room is a conveyor.

## Super Tank

When you return to the map screen after you complete the fortress, go into the pipe on the left to access Bowser's world. The Super Tank level is nothing special, but you'll be busy dodging the various cannonballs and wrenches. Go in as Fire or Raccoon Mario to have a better chance of survival. You'll fight Boom-Boom at the end of the level.

## Bowser's Castle



Hold B and run to the right to avoid the lasers. Climb the steps, but don't enter the door. A donut lift will carry you up



the passage.

Pass the lift, go right until you reach a single donut platform. Stand on it to make it fall and hold right so that you step off onto the platform at the bottom of the passage.

Watch out for the flame from the candle. Turn away from it to make it move toward you and then jump over it so you can go under the candlestick.

At the top of the steps, past the first set of Roto-Discs, you can get a 1-UP by jumping up at the ceiling in the corner to the right. Here's a pro-tip: If you're Super Mario, you can duck and jump on top of the 1-UP block to push yourself through the wall. Can you do this trick as Raccoon Mario with your P-meter filled? If so, you can try flying over the entire lava pit up ahead.

Just past the lava pit, there are four routes to take. The top three paths all lead to Bowser. The one at the bottom will take you all the way to the beginning of the level. If you take either of the middle paths, you'll fight Bowser in a room with a large breakaway floor—this is good. If you take the

path at the very top, Bowser won't be as accurate with his attacks—this is also good—but the breakaway floor won't be as large.

To reach the top path, grab the Super Leaf on the second-highest path and then run back



to the left to fly upward.

Only the first statue in the next area will fire a laser. Hit the jump button about 4 or 5 bricks away to leap over it. When you reach the lava pit, you'll notice fireballs coming straight toward you. Jump over them and continue onward to challenge Bowser.

## King Koopa: Bowser

When Bowser jumps, he'll try and land on Mario. At the same time, any bricks he lands on will disappear from the floor. Lure him above you and trick him into landing on the same spot three times. He'll fall through the floor to his untimely end.

Bowser's hopping behavior will make it difficult to jump out of the way of his fireballs.

He usually jumps toward your position after launching one or two fireballs. Your best bet is to wait on the far right or far left and jump lightly over any fireballs that you need to. You can stand under the ledge above the doorway to avoid Bowser's jumping behavior, but it's not a useful place to be unless you have the Fire or Hammer suits equipped.

If you made it this far as Hammer Mario, hit Bowser with as many hammers as you can to defeat him right off. As Fire Mario, hit him a few times and then dodge his stomp. Stand under the ledge above the doorway and you should be able to finish him off.



**N**intendo brings their super plumber back to the RPG world with Mario & Luigi, and for those who missed Super Mario RPG and Paper Mario, the idea of Mario having HP may seem a little strange. But with hilarious dialogue and varied gameplay, the game is every bit a classic.

There are challenges here for veterans and first-timers alike, and powers even legends like Mario and Luigi have never had before. Use this handy guide to jump and hammer your way to the top.

by Ed McGlothlin



# MARIO & LUIGI

## SUPERSTAR SAGA WALKTHROUGH

### PRINCESS PEACH GOES SILENT

We begin during a Mushroom Kingdom ceremony welcoming an ambassador from the neighboring Beanbean Kingdom. The ambassador is a fake, and he sprays Peach with a green cloud that steals her voice. **01** Who else to call but Mario?

When you control the toothy official, walk toward the bathroom door to get Mario's attention. He changes and hums to the castle **02** to find an upset Bowser.

The big koopa is your first battle. Say yes to Toad for a tutorial. Jump over Bowser's fire and onto his head **03** for victory. He then offers his Koopa Cruiser as transportation.

As Mario, talk to each toadstool. The leftmost one gives you a 1-UP mushroom for his lost trinket, which is south of him. For a small reward, help the stray Bowser Baddie in the upper right by pointing him "That's Wing" **04** or north.

Head north to get your briefcase and 100 coins. On the cruiser, work your way to the helm, getting your passport photo **05** taken and learning about Bros. Blocks and team attacks.





### FAWFUL HAS FURY

Prepare for a tutorial battle against Fawful **06**, Cackletta's henchman. Besides his hilarious translation, Fawful hints at which bro he attacks by the color of his taunts.

Fawful attacks the Koopa Cruiser after losing, causing it to crash into the Stardust Fields **07** on the border of the Beanbean Kingdom.



STARDUST  
FIELDS

-  Tolstar
-  Fighter Fly
-  Save Album
-  Warp Pipe



07

Several Starshells  
are in the yard.

08



## STARDUST FIELDS

Enter the Hammer Bros. home for the mandatory **Border Jump Challenge**. **08** They will move around the room carrying a rope, so keep Mario and Luigi from being touched by jumping at the right time.

The first challenge is easy, but extra challenges have valuable **Hee Beans**. The Complete Border Jump Challenge offers four back-to-back levels of jumping, and it nets you seven beans. The five-bean **Super Border Jump Sunshine**, however, is the most efficient. Win at least 35 beans before continuing. **09**

The warp pipe isn't active, but enter it anyway. Head past the spikes, fighting everything you see for experience. You find Bowser stuck in a cannon, and as you help, local heavy **Tolstar** arrives and demands money to let Bowser free. **09b**

## LEARNING TERMWORK

First, expand the brothers' moves. Head to the lower right and travel east. Don't worry about coins, just go until you see a star-shaped door. Two toadstool generals emerge and explain the first Bros. Moves: spin and high jumps. **10**

More learning awaits. Head south and high jump west to find another star-shaped door and another lesson from the generals, this time in Bros. Attacks. Pay attention to the varied levels for each attack and master higher-level timing as soon as possible. **11**

## PAYING THE TOLSTAR

Now for coin collecting. There are plenty of coins, so don't worry about every box, just get used to the controls. **12** Once you have what Tolstar asked for, head west and give him the loot.

Tolstar takes your money, refuses to release Bowser, and attacks you. The battle is simple but can take time. Just be sure to jump over the spikes when Tolstar rolls them, but stand still when they bounce. Toss out those Bros. Attacks as well. **13**

After Tolstar goes down, one of the toadstool generals fires Bowser out of the cannon and into parts unknown. Head left to Hoohoo Village.

9B

Let's see... Ah, today's another  
rainy... My Mushroom Coins  
are still in the Starshells.

10



12



13

Proceeding with Bros. Attack  
Tutorial!

11

## HOOHOO VILLAGE

You are confronted about a missing prince, then a missing dinosaur. Head to the northwest house in the village by a broken bridge. **Sledge and Mallet live here 14**, hammermiths out searching for raw materials.

Jump down to the lower level. Head left and watch **Fawful block the path with a statue 15**. Sledge and Mallet have returned, so hear their plea for raw materials. Both the materials and Fawful are up the mountain, so head there via the newly fixed bridge. If it's still broken, try leaving the screen and returning.

## HOOHOO MOUNTAIN MAP

Work your way up the first section of the mountain. In the second area, head up the steps on your left and **spin jump into the floating tornado 16**. From in the tornado, push right to cross the gap.

You'll see a statue with small flames and a pool of water **17**. The pool is inactive, though, so press it and follow the path to a flowing pool. Walk Mario into it to fill him with water, then face the statue and high jump **Luigi onto Mario**. The statue cools and a tornado appears.

## RESTART THE WATER

Take the new tornado left, then jump left and upward to the next area. **Clear the enemies** before dousing the statue. Don't use the tornado yet, though. Go right to find another statue, douse it, then use both new tornadoes to go right. **Hit the extension-point block 18** to start the inactive pool.

Walking south drops you by that pool, so fill Mario and put out the statue. In the next area, save and select your spin jump before checking out a **suspicious idol with glowing eyes 19**.

Hooahoos issues a jumping challenge, **20** asking you to collect 10 spirits within 30 seconds. Failing means trying again, while passing means getting attacked.



## THE PILLARS OF HOOHOOROS

Destroy the pillar Hoohooros isn't behind so that when you destroy the other, he has no place to hide. He first backs a slow, swooping laser Mario and Luigi must both dodge **21**, while the pillars aim at just one brother.

Use at least level 2 Bros. Attacks to quickly end Hoohooros' reign. This extends a new platform. In the next area, another exclamation-point block activates another pool. Work your way to the pool, using a diagonal high jump **22** at the last platform.

Walk right with a waterlogged Mario to go behind the face, drop down, and walk up to the statue. Go back to the platform **23** where you jumped diagonally and take the tornado right, first into the alcove for a Syrup, then right across the gap. Jump and head north into the next area.

## MOVING-TORNADO MADNESS

Go left for a 1-UP mushrooms, then up the stairs to find the first moving tornado. The moving tornado in the next area is much faster, so jump **24** as you see it coming back. Ignore the sign and keep heading right.

Cross back to the left, spin jumping to each platform or tornado. Grab the two rings, jump down to the right, and take the stairs upward.

## BIRTH OF DRAGONHOHO

Inside the egg is a boss, Dragonhooho **25**. Watch out for the stones he spits at you at a high angle before your attacks shorten him. If he raises his head before spitting, he's aiming at Mario. Beware when he spits out a Hoho Stone and stands on it. He gets very close and his air attacks tougher to avoid. Don't bother attacking the stones.

Dragonhooho may get taller, so keep things brief with Bros. Attacks. Once you win, he turns into the missing Prince Paisley, an effeminate hero any RPG would love. Before flying away, he gives you a ring you can use **26** to enter Beanbean Castle.

## IT'S HAMMER TIME!

Head to Sledge and Mallet's house to witness the creation of your hammers **27**, then use them **28** to smash Fewful's statue. Two sensors later, hit the spike in the lower right to activate the pool, then douse and smash the flaming rock. Smash some more to open the mine cart entrance. Before you enter, head right and collect the items.

Luigi is on the top track; Mario's on the bottom **29**. Collect every battery so you can keep Mario's flashlight on Luigi while collecting gems. Get 10 to continue.

Exit the cave and you'll soon get top on using hammers in battle. After the lesson, head north for more items and a strange Boo statue, then head south into the fields around Beanbean Castle Town.

## BEANBEAN CASTLE TOWN

Practice hammer combat against the Sharpees here **30**. Head due south to find a bridge into town and move the story along. You can go east for some tough foes and good EXP, but ignore them for now.



## BEANBEAN SEWER





## BEARBEAN SEWER

Bearbean Castle Town is a wreck—only the item store is open. Head north into the castle, where you have **31** to prove your identity via a plumbing repair job. High jump onto the pipes and hammer the stoppers to open the door. Use a spin jump to spin the valve in the next room, then smash more stoppers.

There are no loose stoppers here, so take a quick right to find a valve and four stoppers. Spin the valve and smash the stoppers **32** in this order: **top left, bottom left, top right, bottom right**. Take the platform to the next room, spin the valve, then go smash what you just released. Head north into one more room for one last stopper.

## ROYAL RUMBLE

Get the items from Lady Luma's cell, then save and heal. The Bearstar is gone, but Caddetta has left a boss **33**. Queen Bean sends out a shock wave that must be jumped, and her head is immune to jump attacks. **So jump on her arms with Bros. Attacks.** She spits beans after you disable her arms. They become enemies if you jump on them, so jump over them.

Winning isn't enough to save the queen, so head off to Chuckleluck Woods **34**, which is slightly southwest. On your way out, you get your first badge. **Do not forget to visit the store, which has been restocked with useful pants and badges.**

## LE CHATEAU

Follow the signs to Chateau de Chuckleluck. Inside is a room stacked with barrels. Enter where a barrel is missing, then head up, right, up, and left. From this visible spot, go down, left, down, left, up, right, and up. From the second spot, go right, up, left, down, left, down through the opening, right, down, and then left a square and down toward the exit. **35** Whew.

Someone besides Luigi was following you. Climb the platforms to walk on the barrels and take a ramp to the northwest. Popple, the thief following you, summons a Bowser clone **36** named Rookie to help. This fight should be no problem, just swat away Rookie's hammers with yours. **Kill Popple first for maximum experience.**

Push the barrel in the next room to free Cork and Cask **37**, the owners. They reward you with hammer techniques. Use these to pass an easy test before heading down two rooms and into Chuckleluck Woods.

## CHUCKLELUCK WOODS

When a spiky Peanut drops from a tree, stun him with your hammer. Inside may be a gold Beanie, which leaves a Spike Badge and great experience when killed. The Spike Badge not only lets you jump on spiky foes, but it also does 2X damage **38**. If you don't stun the gold Beanie, though, it will run away.

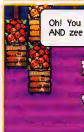
Take the north exit to mark a warp pipe, then head west. Smash Luigi under the fence, then hammer a switch to drop the gate. In the next room, Luigi can't go under the metal, so break the rocks to reveal holes for mini-Mario **39**. Hit the switch and move north.

Smash Luigi and have him pop up under the barrel, then walk him to the Chuckle switch. While heading all the way right, don't forget to have Luigi jump from the ground **40** and through the X marks for buried Chuckle Beans. Go back and follow the path left to another map. There's a dead end past the boulder on the right, so head left.

SUB-FETCH-QUEST:  
THE CHUCKLE FRUIT

Spin jump to the barrel platform and have Luigi enter the barrel. Walk underneath the switch, then select the barrel icon for Mario so he can climb on and hit the switch. A tree named Chucklefoot now demands three kinds of Chuckle Fruit **41** to let you pass. Take the left path first.



Choose from two paths heading south. The left path leads to

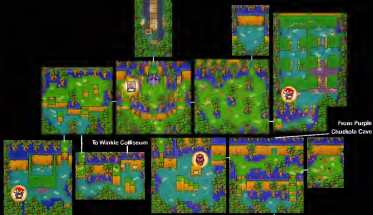




CHUCKLEHUCK  
WOODS

To Boss

-  Luigi Barrel
-  Mini-Mario
-  Save Album
-  Warp Pipe



To Winkie Coliseum

From Purple  
Chuckola CaveTo Purple  
Chuckola Cave

To Chabon

a miniboss and the Red Chuckle Fruit Wiggler charges and sends out shock waves; counter by jumping on the sections behind his head until they are all yellow **42**. Only then can you damage Wiggler—one big Bros. Attack can take him out. Don't miss the buried Chuckle Bean at the bottom right.

The other path south from the granddaughter's room leads to the Purple Chuckola Cave **43**. Head right, then up the steps and onto the bike pad to cross the gap. Spin jump to the Purple Chuckola Fruit. If you already have the red fruit, drop down and take the southeast exit, then go east from Chudderoo's room.

Kill more Peanuts, head north for Chuckle Beans, then head southeast for a hammer challenge. Send mini-Mario left and Luigi right, switching between them with Start. Bring Mario back to send Luigi under his last gate, then hit the switch for a timed challenge **44**. Jump on the arrow to rejoin Mario, make him mine, and race him to the White Chuckola Fruit.

## THE BOSS OF ALL SOORS

Head north and enter the tree to discover that the Chuckola Reserve you've been searching for is no ordinary soda when it forms into a blob and attacks you **45**. Stop the Chuckolator's soda waves and destroy his shield with your hammer. Jump



attacks are worthless, so use your hammer Bros. Attacks.

After the battle, guide Luigi to where Mario landed. Explore the castle, and be sure to head west when you see the saw book in the courtyard. You'll find the Pipe House here, which is the hub for all warp pipes **45**. East of here is a photographer selling new passport pictures with new poses.

## BEANBEAN TOWN SIDE QUESTS

Before you leave the town, complete some important side quests for a powerful new kind of equipment and permanent stat boosts.

### THE STARBEANS CAFE

One reopened building is Starbeans Café, located at the top of the west half of town. Seven different drinks can be brewed **47**, each with a permanent stat boost for the drinker, plus you earn an accessory the first time each drink is made.

Accessories occupy the third equipment slot and are only found here. They have powerful effects, so make as many blends as soon as possible. The order doesn't matter; the accessories will be the same **48**. You should be able to brew four blends now.

Making all the blends once requires 70 Woo Beans and 35 each of Hoo, Chuckie, and Hee beans. Woo Beans are won in battles. Hee Beans are best won in the Hammer Bros. jump challenges. Chuckie Beans are buried around the world, and the rare Hoo Beans await you in visible and hidden blocks.

### STARBEANS CAFE MENU

Woochoo Blend	25 Woo Beans	+4 HP
Hoochoo Blend	25 Hoo Beans	+4 BP
Chuckie Blend	25 Chuckie Beans	+4 Speed
Heehee Blend	25 Hee Beans	+4 Stache
HooKumben	15 Woo/10 Hoo	+4 Power
Chuckiecco	15 Woo/10 Chuckie	+4 Def.
Teeshpresso	15 Woo/10 Hee	random +6

### STARBEANS CAFE ACCESSORIES

- |                       |                           |
|-----------------------|---------------------------|
| 1. Greed Wallet       | 2X battle earnings        |
| 2. Bonus Ring         | 2X EXP if not damaged     |
| 3. Excite Spring      | lengthens jump            |
| 4. Great Force        | 2X damage given and taken |
| 5. Power Grip         | hold hammer forever       |
| 6. Cobalt Necktie     | 2X stache stat of wearer  |
| 7. Game Boy Horror SP | enemies drop rare items   |

### THE BEANSTONES

With the town rebuilt, find the old man **49** wandering outside the house directly below the pants store. Accept his request to find the 10 buried Beanstones. When he says ancient Beanstone owners were short, he means that you should look using mini-Mario. When you find a big exclamation point, search with Luigi. There are five Beanstones on each side of town.

#### WEST

1. In front of the pants shop and slightly left
2. To the left of the pants shop, next to the arch
3. To the left of the pants shop, below the arch's right pillar
4. Just below the southernmost arch
5. In the southwest corner of the area

#### EAST

1. Below the steps leading up to the castle
2. In the very southwest corner of the area
3. In front of the left door of the two-door house
4. On the right of two small ledges at the bottom middle of town
5. Right of the item shop, just below and to the right of the tree

The old man gives you the potent Bros. Rock **50**, a badge that boosts power and BP by 20 points.

### THE BEANLETS

Talk to the bean below the item shop on the east side of town for another side quest. Finding his five Beanlets is much easier than finding the Beanstones—these little sprouts are in plain sight.

1. The northeast corner of town
2. The roof of the two-door house
3. The roof of the house below the pants store
4. The roof of the house by the town's west exit
5. In the very northwest corner of town

Only the last one is obscured at all **51**. Return them for a Golden Mushroom, which restores all HP and BP. That's it for Beanbean Town, so head southeast to Wahoo Hooniversity.



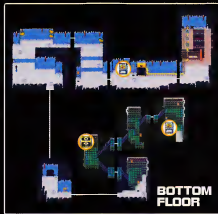
## WOOHOO HOONIVERSITY

The first thing you see here is the student body fleeing after Caddite's attack on the school. Head north through the large purple room and hit the right exclamation box 52.

Go through the opened path, past the save book and closed door. Head west to the black-research room 53 (and great Mario in-jokes), then go back and head north. Take a quick detour to the right for a Hoo Bean and your first Random Block.

Read the green chalkboard in the next room 54. The second diagram has the release code for the Sun Door. Change the statues' color with the hammer, then go through the opened door.

Clear the viruses, then enjoy your first Rally Block 55. You get three tries with a Rally Block, which you hit from one brother to the other at increasing speeds. At slow speeds, the same brother can hit the block twice in a row.



## WOOHOO HOONIVERSITY

Luigi Barrel

Mini-Mario

! Block

Rally Block

Random Block

Simu Block

Bros. Block



## MINI-MARIO MADNESS

Jump through the window with mini-Mario in the next room and hammer the switch, then hammer the next switch with Luigi. Hit the 1 block to start a simple block challenge—clear it to open another window for mini-Mario. Climb his steps, then walk clockwise around the top edge of the room 56 to reach a switch in the closed area next to where you entered the room.

Hammer it to unblock the barrel, move the barrel under the last switch with Luigi, then hammer it with Mario. Backtrack to the opened door, collect the items, ignore the panel puzzle in the next room and take the lower-right exit 57.

Spin jump left across the platforms, ignoring the 1 block. Hammer the first switch, then send mini-Mario 58 through a short maze for a switch that drops the first of two barrels into the puzzle room.

Now drop down between the arrows, head left and through the door. Hammer the switch for another barrel, then return to the puzzle room. Have Luigi move the top-left barrel onto the panel, which causes a crane to come and steal it 59. Luigi included.

Head down the large ramp as Mario, past the barrel switch. With the crane gone, move west and get ready for the biggest gag of all 60, as Mario recreates his original barrel-jumping appearance in Donkey Kong, circa 1981!

Luigi rolls back down the ramp and smashes into the floating 1 block. Head through the opened door and fill Mario with water. Hit a full Mario with the hammer to shoot a water bubble, knocking the mouse into the yellow current. Hit the 1 block to prepare the final Sun Door, then hit the left 1 block in the last room to open it 61.

## CAKILETTA ATTACKS

Head through the door after the cutscene, high jump up the grey blocks, then save and heal. Luigi single-handedly takes care of Fawful before you both face your first battle with Cackletta 62.

Cackletta attacks first, so be ready. Jump the black holes, which weigh you down, then watch her hands—when she raises her left hand, wait a beat and jump with Luigi and then Mario. Do the opposite for her right hand, and jump with both if she raises both hands.

When she splits into three, the real one is random. She may attack with black holes again when near death. If you avoid the initial barrage, this fight is no problem 63.

Note that if you kill her before she can attack twice with the black holes, you won't get a rare 5-Up Super. It's easy to do if your team is overpowered. Head through the upper-left door and wind down the path until you reach a water about 64 and series of running mice.

## THREE BLIND MICE

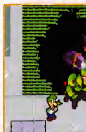
From top to bottom, knock three mice into the three holes in the pipe. You have a limited number of mice after the first, so aim carefully. Once successful, head through the opened door and find Popple and Rookie 65 again in your way.

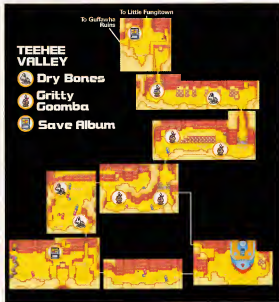
This is the same fight as before, plus a new flame attack from Rookie 66. Use those level 3 Bros. Attacks to make very short work of the thief duo, again killing Popple first for maximum experience. Watch the Boonster get angry and fly out of the building, then split into pieces.

## OHO OASIS

Head north two screens and into the small building with the lightning bolt above the door. Smash Luigi under the gate and have him hammer the cracked block 67 to learn his Thunderhand technique.

Reunite the brothers and head left to the Fire Temple. Send mini-Mario through the small window and hammer the cracked block with the fire emblem. Watch the cinema 68 and learn the Firebrand technique.





With both skills learned, head to the spot where you first landed and use each brother's skill on the matching hole **69**. A rock bridge rises to a yellow pipe on the right, which leads to the floor of Oho Ocean.

## OHO OCEAN

Read the sign for the basics on swimming. Then head left, lighting a flame in the empty hole on the right. Swim southwest over the purple spikes, then shock the jellyfish with Luigi **70** to open the door in the next room.

Swim over more spikes and past the bloopers in the large room, heading northwest to the open door. In the next room, hammer the switch and watch the fire sequence, then mimic it **71** with Mario.

The next room has more Bloopers and Goomdivers, head to the lower right exit. Here is a pipe back to the surface. Before you exit, though, you see a cutscene with Cackletta and the now former Rookie **72**.

Prince Paisley is outside the pipe and wants you to meet Princess Peach at Beanbean Airport **73**. Visit Starbeans if you can brew anything new, then head east from town and south one screen. Hammer Luigi under the gate here and follow the path to a rare Hoo Bean. Reunite with Mario.

## BEANBEAN INT'L AIRPORT

Now head east two more screens; you'll be due south of the Beanbean Town. Shock the two blue spheres with Luigi to raise the bridge. At the airport, Peach is running late and the runway is covered in Piranha Plants **74**.

If you just attack them, they reappear, so fill Mario at any of the pools along the runway. Spit water with Mario to swell a plant, then shock with Luigi to kill it **75**. Take out all five to open the giant egg and fight the Mom Piranha inside.

## MOM PIRANHA

Take out the two smaller plants defending Mom, ideally with consecutive attacks **76**. Don't bother jumping on Mom—once the smaller plants are gone, use your hammer-based Bros. Attacks for a quick kill.

After the story sequence, stock up on new items and equipment in the Beanbean stores, especially #1 Trousers. Once you gear up, talk to the Queen **77** and set off to upgrade your hammers.

## HAMMER HUBBUB

Exit east from the town and head north to a blue sphere for Luigi to shock **78**. Head through the gate and follow the path to a cave. Inside are Mallet and Sledge, who are ready to reforge your hammers.

Break the rock right of Sledge and Mallet to find a Thwomp running a 200-coin guessing game **79**. Save before playing, then play until you win a new Bros. Attack for Mario.

## TEEHEE VALLEY

New hammers make us ready for Teehee Valley. Back through the gate you shocked again, head north again and clear the entrance. Peach gets kidnapped immediately **80**, find her left through the pipe.

Peach moves on her own path, and talking to her reverses her direction. If she touches an enemy or gets out of view, she is taken to the nearest yellow pipe **81**, so clear a path for her. Always let her reach an area exit first and stand nearby.

## FOLLOW THE LEADER

Follow the path, hitting the ! block to open a gate **82**. In the next room, on Peach's first trip through, clear the enemies, hit the switch to drop a barrel, then let her turn around at the closed gate. Follow her to the entrance and another u-turn.

While keeping her in view, go up the steps, smash the rock, and hammer Luigi under the barrel. Run to the elevated switch, climb the barrel with Mario, and hammer the gate open before Peach arrives **83**.

In the next area, clear Peach's path and let her return to the entrance. After her return, jump up the ledges, and **aple** jump quickly to keep Peach in view **84**. Hit the **I** block to drop the gate.

### TRUNKLE TROUBLE

Peach runs ahead and gets attacked by Trunkle. Smash his body with hammer attacks **85** to break him into four small Trunkles. Before they move, note which one opens his mouth and track him. Hit him with a Bros. Attack to end things.

### LITTLE FUNGITOWN

Check the stores for Ultra Mushrooms and a BP-recharging Merit-Lui Badge. Once you've explored, find the empty Star 'Stache Smash machine in the arcade **86**. Before playing, take your best gear off Mario.

Beat the high score for an Invincishroom, which knosds Mario out. He has Bean Fever **87**, and Luigi must get the antidote from Guffawha Ruins.

Luigi is too scared to act **88**, so see the hypnotist in the southeast of town, then exit town via the lift. South is a lift to Guffawha Ruins. Take it and follow the path until you cross a small bridge, then go south and west to the ruins entrance.

### GUFFAWHA RUINS

Smash the red statue, then hammer the blue rocks that drop while ignoring the red ones. When a red one flies completely out of the screen, a blue one is next. Hit the switch that appears to enter the ruins **89**, then shock the two spheres.

Two rooms later, head up the steps and hit the **I** block to raise a bridge **90**. After a room of enemies and one of moving platforms, you'll find two new switches, one green and one blue.

### COLORCO SWITCHES

Hit the blue switch and jump up to the second level via the blue and green blocks, then hit the green switch there. Now you can jump to the red switch at the very northeast, so hit it. Go down to the second level and hit both the blue and green switches. Now you can reach the northwest exit.

Head down the steps and through the door, then up a series of steps to an **I** block. Hit it to start a flame dodging challenge. Dodge by jumping straight up, then immediately jump right **91** to keep with the moving platform.

North is the Crabbie Grass, exit through the yellow pipe to return to town. With Luigi busy and Mario out, Peach is kidnapped again. The ransom is the four Beanstar pieces, and their general locations get marked on your map.

Check out the new Ultra Nuts and Syrup, plus brew as much Teeshpresso as you have patience for. Toadsworth suggested Teehee Valley as the best place to begin with, so head there when ready.

### BEANSTAR PIECE: TEEHEE VALLEY

Go right from the entrance to find the S.S. Chukolola stick and the Beanstar piece on deck. Before you can reach it, a skeletal sailor drags it inside **92**. Head down to the hold and south until you see it dragged away again. Now you need a Membership Card.

Head north to see a Beon quit his job—take his place. To pass the barrel challenge, make 10 lines of same colored barrels. Remember that the barrels slide instead of moving one space at a time. Your reward is the Membership Card **93**.





93



95



94



96



97



98



99



101



100



102

## CHASING THE BEANSTAR PIECE

After you use the card, you must get Blast unstuck. Go outside the captain's quarters and hammer the new planks 94 to make dynamite magically appear by Blast. Burn the fuse with Momo, then watch the cinema and jump up the steps after the Beanstar piece.

The piece floats past a closed door, so spin/jump around the top of the room and light the hole with Mario. Through the opened door are some new enemies and a Boo Bean, head right and send mini-Mario into the window and around to light the hole. Shock the jellyfish 95, then head right and up into Gwarhar Lagoon.

## GWARHAR LAGOON

Head north to the warp pipe, then east to follow the villagers. Inside the cave, pay 200 coins for a message and you'll get new hand techniques 96, plus new Bros. Attacks. Head up the bridge for tutorials on using the techniques. Back into the Boo Statues and dash into the Koopas.

South of the cave, dash into the Koopas and head back into Oho Ocean. Go south for some items, then spin/jump in the waterspout and exit east. Head down to the rolling spikes, sidestep through the first set 97 and dash through the second.

## SPIN BLOCKS

Spin/jump into the spin block from the right and use it to east-west. Head past the jelly block, then east to a spin block. Send it up, right, and up again, then use it to reach and move the Boo Statue 98 and make part of the main bridge appear.

Follow the path back west back into Oho Ocean. Head north and use the waterspout, then go up and around to another exit. Move the Boo Statue for another main bridge portion 99, then head south and up the steps to your right. Hit the block, dash into the ball and hit the next block for a different bridge.

Follow the beach east, south, and west to find another dash puzzle. Dash into the ball, hit the block, carefully spin/jump north to the next block, then dash right for the last block. Head west over the new bridge and push the Boo Statue to complete the main bridge. Whew 100.

## HEARMIE III

Follow the main bridge to a crab and the Beanstar piece 101. Hammer-based Bros. Attacks will make short work of him, and if he hides in his shell, burn him out with Momo. Exit west after the battle, back into the Boo Statue, and head north back to the lagoon entrance.

Three pieces left, two outside Beanbean Town and one in Chucklehuck Woods. Head to the woods first.

## BEANSTAR PIECE: CHUCKLEHUCK WOODS

Out of the warp pipe, west, north, and a quick west. Dash into the Koopa and follow the path, passing the immovable slug and going south toward Winkle Colosseum. Register for 500 coins 102.

The game is rock deflection—send 20 rocks into the surrounding creatures before time expires to earn the Winkle Card. Now the slug moves, and you'll find Poppo eyeing the Beanstar Piece. Once again, Bros. Attack him into submission, dodging his bag of thrown items. Another piece is yours.

## BEANSTAR PIECE: FASHION GENIUS

East of the airport entrance is a Boo Statue and sign. Move the statue and follow the path south and east. Talk to Harrell to take the assistant's job for the Beanstar Piece pay. Watch the tutorial closely.

Harrell makes four requests—anything red, yellow checkered, purple polka dots, and a brown star. Use all three colors to



makes brown. Just push A to reset the pattern if you screw up, then take the piece when finished **103**.

## BEANSTAR PIECE: YOSHI THEATER

North of Beanbean Town is a Koopa to dash into. Feed him Yoshi Theater and a Beanstar Piece. You are charged with finding seven Bean Fruits to feed to seven colored Yoshis to produce seven Neon Eggs to trade for the piece. Your map gets marked; head to each square on the map where a fruit is and look for flower or rock circles. Check the screens for specific locations.

1. Outside the entrance to Teehee Valley **104**
2. Outside the entrance to Wahoo Hooriversity **105**
3. Outside the entrance to Beanbean Int'l Airport **106**
4. One screen left of Beanbean Int'l Airport entrance **107**
5. Outside the west entrance into Beanbean Town **108**
6. One screen above the west entrance into Beanbean Town **109**
7. Exit Teehee Valley where the SS Chuckle did, then head under the fence and defeat the Piranha Plant **110**

## NEW GEAR, NEW HAMMERS

After leading the Yoshis and reforming the Beanstar at the castle **111**, gear up again. In Beanbean Town, pick up **Boaster Pants** (first strike) and the **Salvage Badge** (more power and items). In Little Fungitown, look for **Poody Pants** (Luigi attacks after Mario).

Be sure to do any **Beanbean Town shopping** now, then find **Sledge** and **Maillet** for **Ultra Hammers** **112**. Now any rock can be smashed, including the one to your right blocking another **Thwomp** game. Keep playing until you get a scroll with the **Cyclone Bros.** attack. With the **Ultra Hammer**, you can explore anywhere.

Head due east from town, past the yellow pipe to the beach. Smash Luigi into the slot and surf him southeast, past **Oh Oes** to an island with one bean. He runs a surfing mini-game **113**, try completing it in under 39 seconds for the **Casual Coral pants**, or under 41 seconds for **two Hos** and **two Chuckle Beans**. When you have enough, brew everything at **Starbeans**.

## JOKE'S END

When ready, surf far north to **Joke's End**. Light the torch, then jump up to the left. Head left for a tornado and some peppers, then back north through the door. **Hammer the cracked wall**, head up the steps and then east. Spin jump right, sidestep past the rollers, and hit the 1 block **114**.

Go through the opened door and head east, down the steps, and light the firewood with Mario. **Spin jump in the steam** **115** to create a tornado, then take it east. Send Luigi under the gate to hit the 1 block, run upstairs to another gate, then go south, west, and north to **Simu Block**.

## SIMU-BLOCKS EVERYWHERE

Now send Mario north, upstairs, north, west and south to a **Simu-Block** in the same room. Go through the lowered gate and stand by the 1 block. Send Luigi south and west to the same room. **Hit the block with Mario, then hammer the switch** with Luigi. Send both bros. north to **Simu Blocks**. Win the block challenge and head north **116**.

Go north with Mario, light the candles, and come back to the yellow block **117**. Have Luigi hit it from below to let Mario jump to the left. Continue around to the **Simu-Block**, then send Luigi south to his block and hit them. Now send Luigi south and have **Mario hit the block to drop a barrel** on him. Send Luigi to the switch in the **Simu-Block** room to make a platform appear.



## JOKE'S END



(One Way)

To Boss

-  Luigi Barrel
-  Rally Block
-  ! Block
-  Simu Block
-  Random Block
-  Save Album
-  Warp Pipe



118



119



120



121



122



123

## LIGHTS OUT

Reunite the bros. and head south through the east door. Head north where the save album is and follow the path past the candles. Jorga complains again, follow him east and downstairs until you see more fireworks to light 118. Spin jump in the steam again, head into the candle room and spit water into the tornado to open the door.

You can use this barrel to get seven Hoo beans, but surfing is much easier. Hit the 1 block and get with Mario, then head north to cross the bridge. Jorga is inside with a boss challenge. Your choice only affects the boss' name 119. The battle is simple—counter Jorga with your hammer, sending him offscreen, then kill his friend with Bros. Attacks.

Stay in the room and fight the remaining candles to open the way. The fake Beanstar falls, but the fake Peach gag is a success 120. Back on the Koopa Cruiser, shock every sphere you can for multiple Hoo Bean blocks, then watch Luigi do his best James Bond to reclaim the Beanstar and escape. After the cinema, you'll land in Teehee Valley.

## POPPLE NEVER QUILTS

Break the rock and hit the 1 block with Mario, then head north. The enemies here look odd, but are more powerful. Head north-west, down the pipe, north and fight the torch 121. Popple waits up ahead, this time with a bird.

For an easy battle, don't let Popple steal your hammer by swinging as he runs at you to attack, and don't let birds swallow you 122. Take Popple out first again for maximum experience. It'll anger birds, but that matters little.

BEANBEAN TOWN:  
RUINED AGAIN

Return to Beanbean Town to find it under assault from Bowser's Castle. Find Stablenodon, the flying dino in Hoochoo Village, and hitch a ride to the castle. Check the Little Fungtown shops before you leave, though you can always come back later. 123

## BOWSER'S CASTLE

This fortress is run by the seven Koopa siblings introduced in Super Mario Bros. 3. Head up the steps in the first two rooms, spin jumping out and around the overhangs in the second. When Iggy Koopa reverses your controls, walk slowly past the flames to find and fight him 124.

## IGGY

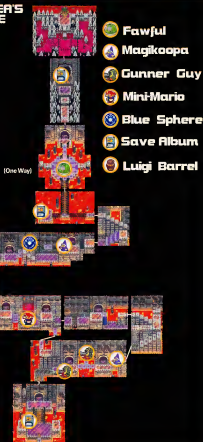
When Iggy starts spinning, time a hammer attack to hit him. A simple battle, but the first of seven. Walk over the extended bridge to head into the next room. Take out the Gunner Guys and Magikoopas, heading north to two Bike Blocks. Morton Koopa Jr. waits in the next room 125.

## MORTON

Jump over the blasts to reach Morton. In battle, hammer his fireballs back at him for another win 126. Raise the platform and head back outside, climbing the stairs and spin jumping across to the door. Pass more stairs and more spin jumps, then take tornadoes east to Lemmy's room.

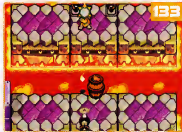
## LEMMY

Hammer the real Lemmy to fight. He'll call more fake ones in battle, just hammer their fireballs back also. A water spout is started back by the entrance, warp there and douse the flames 127. The next room has a puzzle. Just like the maze at Woottoo Hooniversity, shock a full Mario to water the left plant in the next room, then hit the block.

BOWSER'S  
CASTLE

- Fawful
- Magikoopa
- Gunner Guy
- Mini-Mario
- Blue Sphere
- Save Album
- Luigi Barrel

(One Way)



## LUOWIG

Ludwig Von Koopa makes you dodge his shell, then fights just like his siblings—hammer the fireballs and hammer when he spins. Send mini-Mario into the cleared area 128 for a switch that opens the path to the next room. Post the steps, send Luigi under the gate and around to a switch he can hammer.

Reunite the bros. and send mini-Mario to the switch he can reach, which opens the door. In the next room, hit the switch and send mini-Mario into the hole, up the steps, left to the edge of the room and around clockwise, dodging the Boos. In the next room, keep moving east through the SMB tribute, kill a paper Bowser, and open the door 129.

## ROY

Roy Koopa is next—keep one brother high and one low to hit the Simu-Blocks 130, then watch Roy vanish. Head west after the warp and he'll attack. Mario has trouble hitting back his fireballs for some reason. Roy has a bob-omb timer that will end the game at zero, but Bros. Attacks should kill him well before then.

Use the barrel to hit the switch, then ride it upward. Jump back down for the 7 blocks if you want, then use the barrel again and head east. Clear the flops and use another barrel to hit another switch, then take the barrel into the next room to light the Bowser torches 131. Sidestep the rollers, hit the switch, then sidestep across to the other side and back again to the left.

## WENDY

Wendy appears in a pipe, ignore her and send Luigi under the fence to split the bros. and flank her 132. Have one hammer Wendy, then the other hammer her when she appears at the right pipe. She'll attack you from the middle one. Another bob-omb time limit here, otherwise the same fight as Lemmy and the same result.

## LARRY

Shock the blue sphere in the next room, kill the enemies, and set your fire dash before hitting the 1 block. You have plenty of time. Split the bros. again in the next area, then have Luigi help Mario jump by hitting the yellow blocks from below. Reunite, send Luigi under the next gate, and have him block the fireballs while in the barrel 133. Chase Larry to start the battle.

The last Koopa kid battle is like the rest. Warp after the victory and head up the steps to face a real boss battle against Fawful. He's invincible inside his dome, so dodge the sweeping lasers and hammer the sparks the shoots at you until his dome overheats. Then pummel him with Bros. Attacks 134.

## BOWLETTA

Use the last save album, then head up to Bowletta. Don't try to hammer every star she calls down 135, as some will crash in front of you. Jump the fire attack and use your most advanced Bros. Attacks. You'll be sucked inside Bowletta after winning, where Cackletta's final form awaits you.

## CAKLETTA

You start with 1 HP, so heal first. Cackletta has a variety of brutal attacks—you must both dodge the spinning fire the first time she uses it, as the Hammer Bros. challenge. Destroy the right arm, then the head, then counter the left arm to kill it and expose the heart. You should now have two clear shots at the heart before Cackletta reforms—unless everything you have. Now you can attack the heart freely 136. This fight is far, far harder than anything else in the game.

Pakely has rigged the castle with explosives, so time to escape. The only trick is to put Luigi in the barrel, then walk him up the second-lowest staircase and drop him in front of the switch. Keep running to Bleblandon, and enjoy the ending 137!

# SWORD OF MANA GUIDE

BY ZACH MESTON

**S**word of Mana is a full-tilt-boogie remake of Final Fantasy Adventure, an ancient cartridge for the original Game Boy and actual prequel to the Super NES classic, Secret of Mana. Everything about FFA has been beefed up in Sword of Mana—the storyline is lengthier, the graphics are prettier, and the gameplay is much deeper.

Included in that gameplay is a ton of secret stuff, and we're here to tell you how to get it—dozens of optional quests, growing fruits and vegetables, earning weapon and Spirit upgrades, and much more. It's so much information that our graphic designer needed to replace his computer after putting this all together.



## QUEST WALKTHROUGHS:

Sword of Mana includes 90 quests, some of which are automatically completed simply by progressing through the game. But the majority of them are optional, and here's how to complete those that can be missed.





## QUEST 18: GENERAL STORE ADS

Talk to Dohmi at the Wendel General Store and agree to pass out 15 leaflets to the citizens of Wendel. Here's where and when to find them all (you can dish out the leaflets in any order):

### North Wendel

**Blacksmith's Son:** Blacksmith.  
**Sodje:** Near the fountain (evening).  
**Traveling Youth:** Inn.  
**Unkempt Vagabond:** Northeast room of the Inn (night).  
**Wendel Gentlemen:** Near the fountain (morning and night).  
**Wendel Gentleman:** Near the fountain.  
**Wendel Girl:** Near the Blacksmith.  
**Wendel Maiden:** Near the fountain.

### South Wendel

**Guy Who Won't Work:** Second floor of the Residence.  
**Suspicious Guy:** Northwest of the General Store (night).  
**Traveling Man:** Center of South Wendel (night).  
**Wendel Gentlemen:** Northwest of the General Store.  
**Wendel Grandfather:** Center of South Wendel.  
**Wendel Woman:** Northwest of the General Store (morning and evening).  
**Wendel Woman:** General Store.

Return to Dohmi when finished for 440 lucre and a Dudbeats' gold.



## QUEST 19: SHINY KNIGHT

Talk to Vega in the Wendel Inn. Go to the Wendel Coast and fight Pincher Crabs, or go to the Mushboom Forest and fight Mushbooms, to obtain a Glittering Sword. Return to Vega and give the Sword to him in exchange for 100 lucre, and to complete the quest. Completing this quest also allows you to complete quests 20, 21, and 22 later in the game.

## QUEST 20: PRAYING

You need to have upgraded at least one Spirit six times, and have completed quest 24. Go to the Wendel Cathedral on the same night as the Spirit you want to upgrade (Mana Day for the Shade and Wisp). Pray at the altar to receive the seventh upgrade and complete the quest.

## QUEST 21: SILVER KNIFE

Talk to Emirile, the dwarf on the west side of the Wendel Inn. Say "Hear the details" and "You bet!" Go to the Blacksmith and talk to Dohmi and Donga. Return to the inn and go into the northeast room. Talk to Dohmi twice to receive the Silver Knife. Return to Emirile and talk to him to complete the quest and receive a KittyPie.



**QUEST 22:  
DETECTIVE STORY**

Talk to Inger in the **Wendel Cathedral** at night and agree to find the thief. Go to Wendel and find the thief in the southwest corner of the screen, near the Blacksmith and Inn, between the rooftop and crate. Talk to him. Go to the General Store and talk to the thief against the east wall. Spend the night at the Inn. Go to the west side of the Blacksmith and talk to the thief to receive the Keepsake Pendant. Return to Inger and give her the Pendant for the Tiny Tapper and to complete the quest.

**QUEST 23:  
SOLDIER'S ORDERS**

Enter the **Wendel Inn** during the day and talk to Umberto the Grand Soldier in the northeast corner. Say "Yes" twice. At night, enter the Residence where you found the Oblong Seed to trigger a cut-scene. During the day, return to the Inn and talk to Umberto. Say "Yes." Return to the Residence to complete the quest and receive Dudgeons' gold.

**QUEST 24:  
THE POINT OF CHURCH**

Enter the **Wendel Cathedral** at any time other than night and talk to Pablo in the west pews. Talk to him 10 times and give him 10 Chocolumps to receive a Dudgeons' gold and complete the quest. Give Pablo a total of 50 Chocolumps for five Dudgeons' gold.

**QUEST 25:  
MARVOLE BLOOD**

Talk to Blasse the Third on the second floor of the **Topple Inn** at night. Blasse needs Blood Pouches, which are dropped on frustratingly rare occasions by a Batmo. Bring Blasse at least one Pouch (for which he pays 100 lucra each) to complete the Quest; bring him 10 Pouches to receive Dudgeons' gold.

**QUEST 26:  
WHERE IS ORO?**

Talk to Luke in the **Topple General Store**. Agree to find his dad and he gives you Barbecued Newt.  
Talk to Thatcher in the **Wendel Residence**.  
Talk to Navali in the **Wendel Blacksmith**.  
Talk to Kroklos in the **Menos Residence**.  
Talk to Radley in the **Jadd Blacksmith**.  
Talk to Priscilla on the second floor of **Deviu Manor**.  
Talk to Valov outside of **Selah's House** in Isle.  
Talk to Marco in the **Inn of Lorimer Castle**. He gives you a Barbecued Tail.  
Return to Luke to get a Dudgeons' gold and complete the quest.

**SPECIAL  
EXTRAS**

If you buy something from Nicolao a whopping 251 times—not 251 of a single item, but 251 individual transactions—you open up a new group of rare accessories and raw materials.

**ROULETTE WHEEL**

On occasion, the Roulette Wheel appears when you open a chest left behind by a mobster. If you stop the Wheel on "OK," you receive whatever's inside the chest; if you stop the Wheel on one of the seven trap looks, you suffer damage. A Thief gets one extra OK, a Ranger or Ninja gets two OKs, and any other Thief Designation gets three extra OKs.

**RARE STORE RESTOCK**

If you buy something from Nicolao a whopping 251 times—not 251 of a single item, but 251 individual transactions—you open up a new group of rare accessories and raw materials.



## OFFENSIVE UPGRADES: SKILL LEVELS

Each Weapon and Spirit has a Skill Level, which you boost by using that Weapon or Spirit. Even if a Weapon does zero damage to an enemy, you still earn experience for landing the attack.

If you hit a monster with a Weapon, you

receive Skill Level experience equal to one-fifth of the monster's regular experience. If you hit a monster with a Spirit, you receive Skill Level experience equal to one-third of the monster's regular experience. Each Skill Level increases the attack power of the Weapon or Spirit by one, up to a maximum of 99 Levels. (In the case of the *Wisp*, the *HealingLight* spell heals an additional number of HP equal to the Skill Level.) The Skill Level affects how many bars you fill on the *DeathMaw* Gauge with each hit: one bar for Levels 1-8, two bars for Levels 10-18, and so on, to a maximum of 10 bars for Levels 90-99.

To determine how much experience you need to boost the Skill Level of a Weapon or Spirit, add one to the current Skill Level and multiply the result by 20. To reach Level 2, for example, you need 40 experience points (2 x 20).



### QUEST 27: GODDESS GRACIOUS

Make sure you have at least three upgrades for the Spirit you wish to upgrade, and at least 10 Trait Coins of that Spirit, and then travel to one of the following areas to find the Spirit. Talk to it and say "Yes" to upgrade. You complete the quest upon upgrading one Spirit.

**Dryad:** Go to the northwest corner of Otoba's camp in **Lake Vicinity** on **Dryad Day**. (As the Heroine, go through *Gala Cave* and out the west end.)

**Jinn:** Go to the start of the **Path to Toppie**. (As the Hero, where *Naccolo* rescued you, as the Heroine, where you met the Hero.)

**Luna:** Go to **Wendel Inn** and into *Devilus'* room on **Luna Day**.  
**Salamander:** Go to the gold Mana statue in **Vinquette Hall** on **Salamander Day**.

**Shade:** Go to **Wendel Cathedral** at night on **Mana Day**.

**Undine:** Go to the gold Mana statue in the **Sealy Lair** on **Undine Day**.

**Wisp:** Go to **Cascade Cottage** on **Mana Day**.

### QUEST 28: METEORITE MANIA

Talk to *Penoceta* in the **Menos General Store**, who wants *Aerolite*. When you execute a successful *Aerolite*-for-Item trade, you complete the quest. There are four types of *Aerolite*, and he offers one of two items for each. If you don't want the item he offers, decline the offer and try to trade again. Now, the tricky part: *Aerolite* is only dropped by a hard-to-find monster called a *Cyclops*. There are eight *Cyclops* breeds, each one appearing very rarely in a specific location. Here's where they are and what they drop.

**Dark Cyclops (Juke Aerolite):** From Isle, move north one area and east one area into the **Glass Desert**, at night on **Mana Day**.

**Earth Cyclops (Vinek Aerolite):** Go to the final area of **Gala Cave**, on the west end, during the day on **Gnome Day**.

**Fire Cyclops (Hal Aerolite):** From the entrance to the **Subsea Volcano**, move north one area, northeast one area,





north one area, east one area, and up one area, during the day on Salamander Day.

**Light Cyclops (Jake Aerolite):** From the east end of Gaia's Facade, move south one area, during the day on Mana Day.

**Moon Cyclops (Dial Aerolite):** From the entrance to the Altar of Time, move north one area, at night on Luna Day.

**Water Cyclops (Ankh Aerolite):** From the Snowfield Armory, move west three areas, during the day on Undine Day.

**Wind Cyclops (Vinek Aerolite):** From the Rocky Wilds Armory, move south one area, east one area, and north two areas, during the day on Jinn Day.

**Wood Cyclops (Ankh Aerolite):** From the start of the Miasma Glen, move north one area, west one area, and north one area, during the day on Dryad Day.

And here's what Pancetta trades for:

**Ankh Aerolite:** Onihelium, Dragon Scales

**Hal Aerolite:** Pegasus Hide, Fossil

**Jake Aerolite:** Altana Felt, Fossil Wood

**Vinek Aerolite:** Crystal, Mythril Silver

## QUEST 29: SHINY KNIGHT II

Talk to Vega in the Wendel Residence. Go to the Menos Outskirts or Prickly Desert and fight Rablilions until one drops Glittering Armor. Return to Vega to complete the quest.

## QUEST 30: BLACK MASKS

Talk to Torma in the northeast corner of the Menos Inn, three times. Say "Yes" to receive the Black Mask. Go to the Abandoned Mine (As the Heroine, go west from Wendel and work your way northeast, following the signs.) Inside the Mine, go west to the next area and a roomful of Durbears. Talk to all of them until one asks for the Mask back. Give it to him for a Durbears' gold. Return to Torma and talk to him to complete the quest.

## QUEST 31: EIGHT COINS

Talk to Delmar at the Menos Blacksmith. Tell him you know of spent coins and talk to him again. If you have one of every Trait Coin, you receive a Durbears' gold and complete the quest. See Trait Coins for more information.

## QUEST 32: CHATTY GUY

Talk to Johnny on the second floor of the Menos Inn. Say "Yes." When the soldiers take Tony away, talk to Johnny for a Durbears' gold and to complete the quest.

## COMBO ATTACKS

Five of the Weapons—axe, Knuckle, Lance, Rod, and Sword—allow for three-hit combo attacks, provided your button-pressing is properly timed. The second hit in a three-hit combo does 1.5x damage, and the third hit does double damage.



**QUEST 33:  
MORE SHINY KNIGHT**

This quest is only accessible after completing quests 19 and 25. Talk to Vega in the **Jedd General Store**. Go to the **Jedd Desert** and kill Cockatrices until you get a Glittering Helm. Return to Vega and talk to him. Decline the initial offer, then speak with him again and accept the 450-lucra offer to complete the quest.

**QUEST 34:  
A PACKAGE**

Talk to Badra in the **Menos Residence** with the two chests to receive the Rhinoloupe. Talk to Preslio on the second floor of **Devius Manor**, who gives you a Dogpooch. (Don't talk to anyone else, or you fail the quest.) Return the Dogpooch to Badra for three Rhinoloupes and to complete the quest.

**QUEST 35:  
RESISTANCE**

This quest is only accessible after completing quest 23. Talk to Courtney in the **Jedd General Store**, who gives you a letter. Go to the **Menos General Store** at night and give the letter to Kurt, who gives you a letter to Courtney. Keep running the misrives back and forth until Courtney gives you a Dubebers' gold, at which time you've completed the quest.

**QUEST 36:  
MAKING COLLECTIONS**

Talk to Janka in the **Jedd General Store** for a series of invoices. Here's where to deliver each one, in order.

**Mr. Cannell:** Southeast corner of Jedd.

**Mrs. Songo:** Inside the Residence to the west of the **General Store**.

**Radley:** Inside the **Jedd Blacksmith**.

**Ahmed:** Inside the southwest Residence.

**Preslio:** On the second floor of **Devius Manor**, but deliver the invoice only after you've completed quest 34.

After giving the invoice to Preslio and returning to Janka, you receive a Dubebers' gold and complete the quest.



**QUEST 37:  
ENOSSLESS WALKWAY**

Talk to Mr. Cannel in the southeast corner of Jedd after solving the Palm Tree Puzzle to obtain a Dudgeons' gold and complete the quest. (Make sure to talk to him after entering Jedd and before entering the Sand Maze.)

**QUEST 38:  
LAST SHINY KNIGHT?**

This quest is only accessible after completing quests 19, 25, and 33. Talk to Vege near Willy's cell in Grenz Castle to receive a Dudgeons' gold and complete the quest.

**QUEST 39:  
BLACKSMITH'S ORDER**

Talk to Gharid at the **Ishe Blacksmith**. Give him five Fruits to obtain a Dudgeons' gold and complete the quest. You can only give him one Fruit at a time, leaving and returning to give him each. You can continue to exchange five Fruits for one Dudgeons' gold.

**QUEST 40:  
MERCHANT OF DARKNESS**

Talk to Aasad in the north room of the **Ishe Inn** at night. She'll upgrade the Spirit of the current Day for three Dudgeons' gold. (To upgrade Wisp and Shade, visit her on Mana Day.) You need 24 Dudgeons' gold to upgrade all the Spirits, but you only need to upgrade a single Spirit to complete the quest.

**QUEST 41:  
SEVEN WISDOMS**

Talk to Chelov at the **Ishe General Store**. Obtain Amigos to earn Summon Cards. For each Card you show Chelov, you receive a Dudgeons' gold (up to seven). You complete the quest after showing him the first Card.

**QUEST 42:  
MOONDROP**

Talk to Jahari at the **Ishe Blacksmith**. Go to the **Glass Desert** and fight Pierce Faces and Skull Drakes to obtain a Moondrop. Return to Jahari and give him the Moondrop, then accept 1,050 lucre or Dudgeons' gold for a reward, and to clear the quest. You can bring Jahari additional Moondrops for additional Dudgeons' gold.

**BROWNIE RING**

After obtaining the Tiny Tappes, go to the Subland River, shrink yourself, and enter the first hole you find. In the next area, go north to find a second hole. Enter the second hole and walk northwest into a secret passage. Keep jumping upward until you enter a new area and meet Brown. Talk to him and choose the last option for the Brownie Ring, which boosts all your stats by 55.





### QUEST 43: NEW ADVENTURER

Talk to Abdul at the **Ishe General Store**. Respond with "L Button + A Button" and then either choose to receive a Cancun Feather Talk to Messer and decline his offer to buy the Feather. Talk to Abdul again and give him the Feather. Talk to Messer again to receive a Dubeers' gold and complete this quest.

### QUEST 44: MEDICINE STUFF

Talk to Maher at the **Ishe Inn**. Go to the **Glass Desert** and fight Basilisks, Kid Dragons, and Tyrannooses to obtain Babu Worms. You receive a certain amount of lucre for each Worm, depending on its length: 22-24" Worms get 100 lucre, 25-41" Worms get 200 lucre, and 42" Worms get 400 lucre. Hand over at least one 20" Worm to complete the quest.

### QUEST 45: PRICE OF DUBEERS

Talk to Mutu, who appears near the **Ishe Inn** at night. He'll sell you a Dubeer (which moves into the Hot House) for the not-so-low price of 40,000 lucre. You can purchase up to three Dubeers, but you only need one to complete the quest.

### QUEST 46: POOR OLD GUY

Enter **Lorimar Castle**, go through the first door to the east, and talk to Rooney four times. Keep talking and saying "Yes" until L1 Cactus appears. Go to a Hot House and examine Cactus's pot to read a note. Return to Rooney and talk to Rooney, who gives you Cactus back. Aww.

### CRYSTAL WEAPONS AND ARMOR

Here's the process for making a Crystal weapon. First, collect 31 Crystal Ores, which are randomly dropped by Black weaviles. A black weavile appears after you've defeated 1,000 of the original variety of an enemy. Next, New roll out 30 Spade Basils by planting Small and Goodold Seeds on Dryed Day. Save up 10,000 lucre. Forge the weapon to crystal with the Crystal Ores, which costs 10,000 lucre. Now use the remaining Ores and temper in the Basils. 20 lucre at a time, using up every LMT slot.

The "ingredients" for the Hero's Crystal armor are Crystal Ores and Fishy Fruits, for the Heroine's armor, it's Altene Felt and Fishy Fruits.





### QUEST 47: FINDERS KEEPERS

Talk to Kaz in **Lorimar Castle**, who will upgrade a Spirit if you have the corresponding Geode. Refer to the Geodes section for more info. The quest is completed when you upgrade a single Spirit.

### QUEST 48: ICY SORCERER

Talk to Froilan in **Malyria's Cave**, found in the **Kahle Peaks** north of **Lorimar Castle**. He offers to upgrade your Spirits, with two caveats: any Spirit you wish to upgrade must have already been upgraded at least twice, and you need 10 Trait Coins of the same type as the Spirit you wish to upgrade. The quest is completed when you upgrade a single Spirit, although it behooves you to upgrade them all. Refer to the Trait Coins section for more info.

### QUEST 49: SPIRIT RESCUE

Boost up any Spirit until it reaches Skill Level 30. Go to a **Hot House** and leave. The Spirit appears and asks you for help. (If U! Cactus wrote a note as you left, the Spirit won't appear. Keep entering and exiting until Cactus stops writing.) Each of the Spirits is found in a different location; go to that location and defeat the Black Outbeard to upgrade the Spirit. Here's where to find each Spirit:

**Dryad:** From the entrance of **Cascade Cave**, go north two areas, west one area, east one area, and north one area.

**Gnome:** From the entrance of **Mt. Illusia**, go to the area where you received the **Mace**.

**Jinn:** From the entrance of **Granz Castle**, go north four areas to the area where you received the **Lance**.

**Luna:** From the entrance of the dungeon in **Devius Manor**, go to the area with the **Wind Stone Seal** and use the stairs.

**Salamander:** From the entrance of the **Subsea Volcano**, go north three areas and east one area.

**Shade:** From the entrance of the **Sealed Cave**, go north one area, then southwest one area.

**Undine:** From the entrance of the **Subland River**, go to the area where you drained the water.

**Wisp:** Go to the dining room of **Vinquette Hall**.

### QUEST 50: ACHY SHIRKY HEART

You solve this quest by praying at certain Mana statues to upgrade your Spirits. (You complete the quest after the first upgrade.) Save at the specified Mana statues below and the Spirit appears after you exit the save screen. Keep in mind that to upgrade a Spirit, you must have upgraded it at least twice already.

**Dryad:** Use the Mana statue on the **Road to Mt. Illusia** at night.

**Gnome:** Use the Mana statue at the **Ishe Inn** in the morning or day.

**Jinn:** Use the Mana statue in the **Vinquette Outskirts** in the morning or day.

**Luna:** Use the Mana statue outside the north entrance to **Jedd** at night.

**Salamander:** Use the Mana statue on the **Path to Gaia** in the day or evening.

**Shade:** Use the Mana statue at the **Ishe Inn** at night.

**Undine:** Use the Mana statue in the **Marsh Cave** in the morning or day.

**Wisp:** Use the Mana statue on **Road to (Batmo) Cave** in the morning.

## CHARACTER UPGRADES:

By investing your Level Ups in certain categories, you can earn a special Class Designation for your character, which brings with it certain attack and magic bonuses. You can also earn special Accessories by investing your Level Ups in one category over and over again. Here's the breakdown:

**WARRIOR** Designations give you Skill and Special bonuses.

Designation	Categories
Fighter	Warrior L5
Knight	Warrior L10, Sage L5
Warlord/War Maiden	Warrior L20, Sage L15
Parade	Warrior L15, Magician L10, Sage L10
Gladitor/Gladatrix	Warrior L10, Random L5
Duelist	Warrior L25, Random L10
Weapon Master	Warrior L20, Magician L5, Random L10

**MONK** Designations give you a Special bonus.

Designation	Categories
Grappler	Monk L5
Monk	Monk L10, Sage L5
Warrior Monk	Monk L20, Sage L15
Godhand	Monk L15, Magician L10, Sage L10
Bashful	Monk L10, Random L5
Death Hand	Monk L25, Random L10
Dervish	Monk L20, Magician L5, Random L10

**MAGICIAN** Designations give you special magic bonuses.

Designation	Categories
Magician	Magician L5
Sorcerer/Sorceress	Magician L10, Sage L5
Archmage	Magician L20, Sage L15
Grand Drifter/Grand Divina	Warrior L1, Monk L1, Magician L20, Sage L10, Thief L3
Delphi	Magician L10, Random L5
Magus	Magician L25, Random L10
Rune Master/Runeseer	Warrior L1, Monk L1, Magician L20, Thief L3, Random L10

**SAGE** Designations give you defense magic bonuses.

Designation	Categories
Cleric	Sage L5
Priest/Priestess	Magician L5, Sage L10
Bishop	Magician L10, Sage L25
Sage	Magician L10, Sage L15, Thief L10
Enchanter/Enchantress	Sage L10, Random L5
Dark Shaman/Dark Shamaness	Magician L10, Sage L15, Random L10
Reincarnator	Magician L5, Sage L15, Thief L5, Random L10

**THIEF** Designations give you attack, hit, accuracy, and speed bonuses.

Designation	Categories
Thief	Thief L5
Ranger	Sage L5, Thief L10
Rogue	Sage L15, Thief L20
Wanderer	Magician L10, Sage L10, Thief L15
Ninja	Thief L10, Random L5
Night Blade	Thief L25, Random L10
Ninja Master	Magician L5, Thief L20, Random L10

**RANDOM** Designations give you a bonus bonus.

Designation	Categories
Barbarian/Amazon	Warrior L2, Monk L2, Thief L1
Avatar/Velvet	Warrior L4, Monk L4, Magician L2, Sage L2, Thief L3
Odin/Vendel	Warrior L3, Monk L1, Magician L2, Sage L3, Thief L2
Stalancer	Warrior L10, Monk L5, Magician L5, Sage L3, Thief L5
Rune Knight/Rune Maiden	Warrior L4, Monk L4, Thief L2, Random L5
Funk Knight	Warrior L10, Monk L10, Thief L5, Random L10
Dragon Master	Warrior L3, Monk L1, Magician L5, Thief L1, Random L10

**ITEM** Accessories

Designation	Categories
Accessory	Category Effect
General Chest	Warrior L40 DEF +50
Dragon Ring	Monk L40 POW +50
Rune Earrings	Magician L60 INT +50
Code Bead	Sage L40 MND +50
Whisper	Thief L40 AGI +50
Crystal Ring	Random L40 All Stats +20





## QUEST ITEMS:

Two kinds of special items are needed to complete a number of quests—Geodeses and Trait Coins. There are eight of each, corresponding to the eight elements found throughout the game. Geodeses are found in various out-of-the-way places, while Trait Coins are dropped by certain monsters in different parts of the game.

## GEODES

**Dark Geode:** From the entrance to the **Menos Outskirts**, go east one area, then walk east and jump up the platforms. Go east one area and grab the Geode in the patch of dirt.

**Earth Geode:** You need the **Tiny Tapper** to obtain this Geode. Return to the initial area of **Road to Topple** (as the Hero, where Nicolao saved you; as the Heroine, where you met the Hero). Use the Tapper and go through the trees to the east of the **Mana** statue to get the Geode.

**Fire Geode:** From the entrance of the **Subsea Volcano**, go north one area and northeast one area. Find the Geode in the northeast corner, inside the lava pool.

**Light Geode:** From the entrance of the **Northern Glass Desert**, go east one area, north one area, west one area, and down one area. Cross two bridges and down the slope to find the Geode in the northeast corner.

**Moon Geode:** Look above the **Glass Desert Amory**, behind the canon.

**Water Geode:** As the Hero, after meeting Ciba at **Lake Vicinity**, go west one area and up the cliff for the Geode. As the Heroine, go west from **Wendel Village to Gaia**, then go through **Gaia Cave** to reach **Lake Vicinity**.

**Wind Geode:** Look in the southeast corner of the area near the entrance to **Subland River**.

**Wood Geode:** Look in the southwest corner of the **Topple Amory**.

## TRAIT COINS

**Dark Coin:** Cumulus (Undersea Volcano), Dulahan (Ruined Passage), Gremelin (Rocky Wilds), Specter (Devious Mansion/Misericordia Glen).

**Earth Coin:** Gloomoth (Cascade Cave/Mt. Illusia), Howler (Mt. Illusia), Sabre Kitty (Kahla Peaks), Skeleton (Jadd Desert), Skull Beast (Vinquette Hall), Skull Drake (Glass Desert).

**Fire Coin:** Cherry Storm (Mt. Illusia), Cumulus (Subsea Volcano), Flame Moth (Subsea Volcano), Imp (Menos Outskirts/Pridy Desert).

**Light Coin:** Death Flower (Marsh Cave/Scully Lari), Duck General (Granz Castle), Duck GI (Marsh Cave/Wendel Coast), Spiny Cone (Cascade Cave).

**Moon Coin:** Denden (Rocky Wilds), Louie (Road to Abandoned Mine), Poto (Kahla Peaks), Shadow Zero (Devious Mansion/Jadd Desert).

**Water Coin:** Pincher Crab (Wendel Coast), Tarpole (Kahla Peaks), Tarpole (Marsh Cave/Scully Lari).

**Wind Coin:** Blood Owl (Road to Abandoned Mine), Chobin Hoodlum (Granz Castle), Daishu P (Granz Castle), Insectuar (Abandoned Mine/Gaia Cave), Needlebeak (Road to Vinquette Hall/Scully Lari), Taxibird (Subland River).

**Wood Coin:** Bumpkin (Mt. Illusia), Kaiser Mimic (Sealed Cave), Melborn (Cascade Cave).





## GROWING FRUITS AND VEGETABLES

You can grow a variety of fruits (which are used to temper armor) and vegetables (which are used to temper weapons) by giving Trent certain Seed combos on certain days. Here's how it works:



On the Luna, Undine, and Jinn days of the week, your Seeds spawn a fruit. On the Salamander, Dryad, and Gnome days, your Seeds spawn a vegetable. On the Mana day, it can be a fruit or veggie, depending on the Seeds. There are 16 fruits and 16 vegetables; the first nine of each can be grown on any day of the week, while the latter seven can only be grown with certain Seed combos on certain days. The following are guaranteed combos for each of the 16 fruits and veggie:



**Belgrapes or Lilipods:** Round/Round

**Diceberry or Masked Potato:** Round/Oblong

**Peach Puppy or Spiny Carrot:** Round/Long

**Applecooks or Honey Onion:** Small/Oblong

**Orangeopus or Cornflower:** Small/Long

**Citrusquid or Squalphin:** Small/Crooked

**Springanans or Cabbadillo:** Oblong/Long

**Manglephant or Conchump:** Oblong/Crooked

**Rocket Papaya or Needlelettuce:** Oblong/Flat

**Loquat-Shoes or Whalemato:** Undine/Small/Long, Gnome/Oblong/Flat



**Boarmelon or Orcoplant:** Jinn/Round/Long, Salamander/Round/Big

**Pine O'Clock or Toedstooshed:** Luna/Oblong/Crooked, Dryad/Round/Oblong



**Rhinoloupe or Bumpkin:** Mana/Long/Big, Mana/Round/Spiny

**Apricot or Garlicrown:** Luna/Big/Spiny, Salamander/Long/Flat

**Cherry Bombe or Heart Mint:** Undine/Crooked/Big, Gnome/Small/Spiny

**Fishy Fruit or Spade Bash:** Jinn/Flat/Spiny, Dryad/Small/Crooked



## POPOI'S NOTEBOOK:

You can receive 29 helpful entries in Popoi's Notebook by speaking to certain characters during the quest. Here's where to find the more obscure Notes.

### 1. Mana Statues

**Hero:** At the start of the quest (Granz Castle), talk to the Slave near the gate, then talk to Amanda twice.

### 2. Leveling Up

**Hero:** Talk to Topple Gentleman in the Inn of Topple Village.

### 3. Skill Levels

**Both:** Talk to Wendel Gentleman in the center of Town of Wendel during the day.

### 4. Deathblow

**Both:** Talk to Wendel Boy in the southeast corner of Town of Wendel during the day.

### 6. Attack Traits

**Both:** Talk to Menos Grandfather in the Inn of Menos Village.

### 7. Monster Stamina

**Both:** Talk to Menos Grandfather in the Inn of Menos Village.

### 8. Monster Senses

**Both:** Talk to Menos Gentleman near the gold Mana statue in Menos Village during the day.

### 12. Magic Trajectories

**Both:** Talk to Menos Girl on the west side of Menos Village during the day.

### 13. Cutting Grass

**Hero:** Talk to Topple Girl in Topple Village during the day.

### 15. Jumping

**Hero:** Talk to Topple Grandfather in the General Store of Topple Village during the day.

### 17. Metaballs

**Both:** Talk to Niccolo on the Path to (Batma) Cave.

### 19. Tempering Equipment

**Both:** Talk to Veezapol, the man lying in the street, on the north side of Town of Wendel.

### 20. Forging Equipment

**Both:** Talk to Veezapol, the man lying in the street, on the north side of Town of Wendel.

### 21. The Orchard

**Hero:** Talk to Topple Grandfather in Topple Village at night.

## SPECIAL ENDING

Wait five minutes after the "ending" screen-for a little bonus. Don't worry, we won't ruin it for you.





## ADVANCE WARS

### Increased Difficulty

On the select mode screen, choose VS. Mode and pick a New game. Press and hold the SELECT button while choosing a map to play, and you will be faced with a much more difficult game. If you win a mission in this mode, you will gain extra coins.

## ALIENATORS: EVOLUTION CONTINUES

### Level Passwords

Enter these level passwords to jump ahead in the game.

Level 2	MDKMZKCC
Level 3	BHSZSKTC
Level 4	ZKTSHKMC
Level 5	JLPDFKHB
Level 6	HMDBRKCB
Level 7	GLDKLKCB
Level 8	GLPKLRB
Level 9	GLDJBKCF
Level 10	GLPJBKCF
Level 11	GLDKBKCF
Level 12	GLPKBKCF

## RAMEY MEN: SARGE'S HEROES

### GBC Codes

#### Mission Passwords

Mission 2 Complete:	C1F6Q3TP
Mission 3 Complete:	V4R2B1JK
Mission 4 Complete:	X6K2L1KT
Mission 5 Complete:	S6HBL2RG
Mission 6 Complete:	Y2C3T68F
Mission 7 Complete:	F1C4P9VP
Mission 8 Complete:	VJ2CFPHC
Mission 9 Complete:	W3S4C75S
Mission 10 Complete:	M8R2X4LS
Mission 11 Complete:	K8HD4V1D
Mission 12 Complete:	14NN6168
Mission 13 Complete:	P0D1S4N5
Mission 14 Complete:	B0T7VBCK
Mission 15 Complete:	B0D61977
Mission 16 Complete:	K4TLJC11
Mission 17 Complete:	S6P6C2KG
Mission 18 Complete:	77NSY14N
Mission 19 Complete:	Y2K4X8TP
Mission 20 Complete:	82SVN1N6
Mission 21 Complete:	KFH1JGC0
Mission 22 Complete:	T3F8R0ZY
Mission 23 Complete:	Y7C8R2N0
Mission 24 Complete:	XW3L7B26
Mission 25 Complete:	C2XQ5TC
Mission 26 Complete:	17GHR9R
Mission 27 Complete:	D2K7P0S4
Mission 28 Complete:	H4KXJ68D
Mission 29 Complete:	1NSY1916
Mission 30 Complete:	JYMCBB01

## BOKTAI: THE SUN IS IN YOUR HAND

### Trick the Sun Sensor

You can use a black light to simulate the sun to help you when you need sunlight. Similarly, when you need darkness, go inside a very dark room instead of simply covering the sensor to get the best results.

## BUFFY THE VAMPIRE SLAYER

### GBC Stage Passwords

Enter these level codes for access to each stage in the game.

Graveyard:	3NKFZ5
Alley:	9MD1WV
Sewers:	XTN4F7
Zoo:	5BVPL2
Mansion:	9D6F0S
Initiative:	TSCNB4
Caverns:	CSJTOZ
Hellmouth:	BNPXZ9
Ending:	GH9MAY

## CASTLEVANIA: RAIR OF SORROW

### Codes of Blood

Equip the following souls before you fight Greihorn, Flame Demon, Succubus, and Giant Bat. You'll then have access to the previously hidden Forbidden Area, where you'll be able to fight two more bosses. If you beat both, you'll unlock Sound mode and Boss Rush mode, as well as the best ending. If you beat the first, and die fighting the second you'll get the second best ending. Play as Julius Belmont. Enter "Julius" after beating the game.

## CASTLEVANIA: CIRCLE OF THE MOON

(Note: This trick was done on a pre-production version of the game and is subject to change.) From the main menu screen, choose "Data Select." Begin a new game, and, on the name entry screen, put in one of these names to access different modes for your character. You may have to complete the game the number of times shown in each mode before the tricks will work.

### Magician Mode

Beat the game once. Put in FIREBALL for your name to give your character magician stats. During the game, press START to bring up your statistics. Choose DSS and you will see that you have all the cards. "Magician" will replace "Vampirekiller" in the upper-left hand corner.

### Fighter Mode

Beat the game twice. Put in GRADIUS for your name to give your character fighter stats. During the game, press START to bring up your statistics. "Fighter" will replace "Vampirekiller" in the upper-left hand corner.

### Shooter Mode

Beat the game three times. Put in CROSSBOW for your name to give your character shooter stats. During the game, press START to bring up your statistics. "Shooter" will replace "Vampirekiller" in the upper-left hand corner.

### Thief Mode

Beat the game four times. Put in DAGGER for your name to give your character thief stats. During the game, press START to bring up your statistics. "Thief" will replace "Vampirekiller" in the upper-left hand corner.

## CASTLEVANIA: HARMONY OF DISSONANCE

### Simon Belmont Code

Simon Belmont makes his return to the series that helped put Konami on the map. Once you've beaten the game, press Up, Up, Down, Down, Left, Right, Left, Right, S. A while the Konami logo is being shown. Start Boss Rush mode and you'll play as Simon Belmont.

## CRUISIN' VELOCITY

### Everything Unlocked

From the main menu, access the Password option. Enter these codes to get to new levels in the Single Player Freestyle Mode.

Holland Open	HLDDSNST
Holland, Ireland and Alaska Open	HLDDNRLN
All Levels Open	HLDDHVGD

## DAVE MIRRA BMX

### Hidden Characters

To unlock the hidden characters Metal and Flash, enter this sequence at the Title screen: R button, R button, L button, L button, B, B, L button, and R button. If you've done it right, you'll hear a chime.

## DONKEY KONG LAND 2

### GBC Button Codes

On the "Game Select" screen, hold Right or Left in front of the game you wish to play, then press one of the following button combinations. If entered correctly, you will hear a chime.

40 Banana Coins:	B, B, A, A.
All Kremcoins:	A, B, A, B.
Extra Lives:	A, A, B, B.

## DONKEY KONG LAND 3

### GBC Bonus Stage

Go to the Cape Codswallow's level, Total Rekoil. When you begin the stage, jump toward the left to enter a bonus stage.

## DOOM GBA

### Button Codes

To get any of the following cheats, you have to first pause the game. Next, hold down the Left and Right-Shoulder buttons simultaneously, then (while still holding down L+R) enter the button code as shown.

### Advance Levels

A, B, A, A, B, B, A, A [You will advance about five levels], depending on the current level. All Weapons, Items, Keys  
A, B, B, A, A, A, A, A, A.

**Radiation Suit**

B, B, A, A, A, A, A, A.

**Invincibility**

B, B, B, A, A, A, A, A.

**God Mode**

A, A, B, A, A, A, A, A.

**Computer Map**

B, A, A, A, A, A, A, A.

**Advance Levels**

A, B, A, B, B, B, A, A, (You will advance about five levels, depending on the current level).

**Berserk Mode**

B, A, B, A, A, A, A, A.

**DRIVER****GBC Stage Passwords**

From the main menu screen, highlight and choose Undercover. Then choose to continue and enter these passwords as shown.

**Stage 2:** Tire Mark, Police Badge, Pylon, Red Light.**Stage 3:** Traffic Light, Key, Key, Blue Light.**Stage 4:** Pylon, Pylon, Pylon, Police Badge.**Stage 5:** Key, Red Light, Red Light, Traffic Light.**Stage 6:** Key, Police Badge, Tire Mark, Blue Light.**Stage 7:** Police Badge, Pylon, Police Badge, Red Light.**Stage 8:** Red Light, Police Badge, Key, Tire Mark.**Stage 9:** Pylon, Blue Light, Red Light, Red Light.**Stage 10:** Police Badge, Police Badge, Traffic Light, Pylon.**Stage 11:** Blue Light, Key, Key, Key.**Stage 12:** Traffic Light, Tire Mark, Red Light, Police Badge.**Stage 13:** Key, Police Badge, Police Badge, Pylon.**Stage 14:** Red Light, Blue Light, Red Light, Blue Light.**EARTHWOAM JIM****Level Skip**

Press START to pause during the game, then press Right, R-Shift, B, A, L-Shift, L-Shift, A, R-Shift. You will see the Earthwoam Jim head say "Groovy" if the code was entered correctly.

**Level Select**

Press START to pause during the game, then enter the following commands to skip to the specific levels as shown.

**What the Heck?**

SELECT, R-Shift, B, Down, L-Shift, B.

Down the Tubes

Up, L-Shift, Down, A, R-Shift, A.

Shot a Problem

R-Shift, Up, SELECT, L-Shift, R-Shift, Left.

Level 5

R-Shift, L-Shift, A, B, B, A, L-Shift, R-Shift.

For Pete's Sake

Right, Left, R-Shift, L-Shift, A, R-Shift.

Buttville

L-Shift, A, Up, R-Shift, A, R-Shift, A, SELECT.

**ECKS VS. SEVER****Ecks Level Passwords****Level 2** ..... EXTREM**Level 3** ..... EXCITE**Level 4** ..... EXCAVATE**Level 5** ..... EXCALIBUR**Level 6** ..... EXTORT**Level 7** ..... EXPIRE**Level 8** ..... EXACT**Level 9** ..... EXHALE**Level 10** ..... EXHUME**Level 11** ..... EXQUERATE**Level 12** ..... EXPEL**Sever Level Passwords****Level 2** ..... SEVERE**Level 3** ..... SURVIVE**Level 4** ..... SAVANT**Level 5** ..... SUFFER**Level 6** ..... SULPHUR**Level 7** ..... SERVE**Level 8** ..... SEETHE**Level 9** ..... SEVERAL**Level 10** ..... SEVERANCE**Level 11** ..... SAVAGE**Level 12** ..... SACROSANCT**FINAL FIGHT ONE****Unlocking Secrets**

On the Mode Select screen, highlight and access the Options screen. Move down, highlight "Exit," and press A. You will be on the Battle Point screen, which gives you goals to unlock secrets in the game. You must defeat the number of enemies shown to unlock each secret. Here is a list of the number of opponents to be defeated and what it opens.

**50: Alpha Guy****200: 9 Lives****500: Alpha Cody****800: Stage Select****1300: Color Change****2000: Rapid Punch**

After unlocking these secrets, you must go to the correct screens to initiate them. To find Alpha Guy and Cody, go to the Player Select screen and either highlight Guy and press Left, or highlight Higger and press Right. To initiate 9 Lives, Stage Select, etc., you must go to the Options screen, highlight "Next," and press A to go to the Extra Option screen. This screen will allow you to change many of the new options you've unlocked in the game.

**GOLDEN SUN:  
THE LOST AGE****Various Codes****Date Link-up:** To transfer completed data from Golden Sun, hold down L+R+Left and push B on the black logo screen.**Different Title Screen:** Push down the shoulder buttons when you start up the game for a special title screen.**Go to last Sanctum:** While you load a saved game up, push down L+R+Start to go to the last Sanctum.**Music Test:** Hold down the R button when you are in battle mode and you can cycle through songs you've heard in the game by pressing right or left.**Name Your Character:** Push Select, Select,

Select on the name select for Felix and you will be able to give names to Jenna, Picard, and Sheba. You can also choose names for Garret, Ivan, and Mia by pushing Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, Select.

**New Difficulty Settings:** Beat the game and then select "New Game" on the title screen. This time an option for easy mode will pop up, and then one for hard if you decline.**GT ADVANCE:  
CHAMPIONSHIP RACING****Button Codes**

On the Title screen, press and hold the L-Shift + R-Shift buttons, then enter one of the codes below. You'll hear a sound if you entered the trick correctly.

**Extra 1**

Hold Right and press B

**Extra 2**

Hold Left and press B

**Ending Credits**

Hold Up and press B

**ICE AGE****Passwords and Stage Select**

Choose the Password option and enter these codes for the results shown here.

**Stage Passwords****Stage 2** ..... PBBQBB**Stage 3** ..... QBCQBB**Stage 4** ..... SBFQBB**Stage 5** ..... DBKQBB**Stage 6** ..... NBTQBB**Stage 7** ..... PCTQBB**Stage 8** ..... RFTQBB**Stage 9** ..... CKTQBB**Stage 10** ..... MTTQBB**Stage Select** ..... NTTTTT**Art Gallery** ..... MFKRPH**KONAMI COLLECTOR'S  
SERIES: ARCADE  
ADVANCE****Konami Code Cheats**

For each game, you can enter the famous Konami Code for different results in each game. Just go to the Main Menu screen, choose the game you want to play and at that game's title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. You will hear a sound when the code is entered correctly. Below are the results for each game.

**Frogger**

On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get advanced graphics in Frogger.

**Scramble**

On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get advanced graphics in Scramble with 3 ships to choose from.

## Time Pilot

On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get a bonus level in Time Pilot.

## Gyruss

On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get Stage X in the Black Hole for Gyruss.

## Yie Ar Kung-Fu

On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get bonus fighters immediately in a two player game or after a one player game in Yie Ar Kung-Fu.

## Rush'n Attack

On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get 6 lives in Rush'n Attack.

## LILLO AND STITCH

### 99 Lives

To get 99 lives in the latest Disney title, highlight the Start Game option at the Main menu. Then hold R + Select and press A.

## MARIO KART: SUPER CIRCUIT

### Unlock Tracks

For each normal cup, there is an Extra Cup that contains the tracks from that cup in the original Mario Kart on SNES. These tracks aren't available from the start; you have to unlock them. To access the Extra Cups, you must first play through the entire GP mode and acquire gold on each cup. Then, replay any cup and get at least 100 coins throughout the tracks. It doesn't matter what rank you get or what place you finish (as long as you qualify). Once you have fulfilled the criteria, access the Extra tracks by pressing L-Shift or R-Shift on the Cup screen. To open the Extra tracks in Time Trial, just open the Extra Cups on the 150cc level.

## MEN IN BLACK: THE SERIES

### Level Passwords

On the title screen, choose the Start Game option. On the Enter Password screen, put in any of these codes to advance further in the game.

Episode 4: Rocket Silo

MXNMSNNG

Episode 5: MIR Safe House

TXHXSCCK

Episode 6: Halloween in Manhattan

NNTNDWNY

## MONSTERS INC.

### Level Passwords

Level 2	SJB0GS
Level 3	MKB2Z7
Level 4	VPB97I
Level 5	LLCOBK
Level 6	8PW2DY
Level 7	NGWOJF
Level 8	WRC9SQ
Level 9	3RCI94
Level 10	XRDZB1
Level 11	YRX2DQ

Level 12	3NX2JX
Level 13	LTDISK
Level 14	ZTFZD8
Level 15	BYV2NL
Level 16	MZF5S7
Level 17	LYGOBO
Level 18	1FZ2CJ
Level 19	FZZ2FM
Level 20	FZZ2KR
Level 21	PNGITL
Level 22	WRGIIIC



## NFL BLITZ 20-02

### Unlimited Turbo

From the main menu screen, choose Exhibition. Pick your team and choose the opposing team as well. After you do this, press L-Shift, L-Shift, L-Shift, L-Shift, B, B, B, A, A, R-Shift. You will hear a sound to confirm correct code entry. Now your players will have infinite turbo throughout the game.

## POCKET POWER: DREAM SCHEME

### Level Passwords

Enter in the following passwords at the main menu screen.

Ocean Shores Beach	4GWDI1K1
Mad Town	MFKG7BIR
Elementary School	ZV748FDG
Town Square	6ILN99V5
Neighborhood	7FXK6BLJ
Spooky Woods	2LIDZHS8
Power Hills	NRB4KB4K
Complete All Levels	KLSX74ZK

## RAMPAGE PUZZLE ATTACK

### All Levels

Enter GUPPNLPITNO as your password to unlock all levels and characters.

## THE SIMPSONS: ROAD RAGE

### Everything Unlocked

It's not as good as the console versions, but it'll do if you're on the road. Just don't drive like this in real life. For all unlockable cars, stages, missions, and extras, enter this password: Maggie, Willy, Bart, Chief Wiggum, Apu, Moe, Krusty, Barney.

## SONIC ROVANCE

### Classic Mode Sonic

Use this code to have Tails follow you during the game, like he did in Sonic 2 and 3. Highlight Sonic and press Up. Move over to highlight Tails and press Down. Next, highlight Knuckles and press L. Then, highlight Amy and press R. Move back to Sonic and press A. If the trick is done correctly, you'll hear a chime. Now, during gameplay, Tails will follow you every move!

## SPIDER-MAN: MYSTERIO'S MENACE

### Amazing Passwords

Below are the passwords (in orange) and what they open up when you use them.

### W7WV1

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open.

### W7HZZ

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor.

### W70ZZ

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open.

### 080ZG

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container.

### Z787K

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Museum Open.

### ZV87K

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container.

### ZV7ZZ

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit.

## ZV320

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit.

## HV37K

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open.

## JV37H

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt.

STREET  
FIGHTER  
ALPHA 3

## Fighting Codes

We've got the scoop on how to unlock the game's many secret characters.

## Evil Ryu:

Defeat Arcade mode with three different characters.

## Guile:

Defeat Arcade mode with five different characters.

## Maki:

Defeat Arcade mode with seven different characters.

## Yun:

Defeat Arcade mode with nine different characters.

## Eagle:

Defeat Arcade mode with eleven different characters.

## Shin Gouki/Akuma:

Defeat Arcade mode with Evil Ryu, Guile, Eagle, Maki and Yun.

## Final Vega:

Defeat Arcade mode on the hardest setting with Shin Gouki/Akuma.

SUPER MARIO ADVANCE  
3: YOSHIS ISLAND

## MiniGame Code

To play the title's many minigames, go to the Level Select screen. Hold down Select, then press Left, Left, B, A, Right. A new window will appear.

SUPER MARIO WORLD:  
MARIO ADVANCE 2

## Various Tricks

**Easy Difficulty:** Push the select button on the title screen to open up the easy difficulty level.

**Play As Luigi:** On the big world map, push R to play as Luigi.

**Alternate World:** If you finish all 95 goals, you will get a special version of the game world where colors and enemies change.

**Top Score Stars:** For each million points you get, a star will appear on the top score screen.

**Extra Levels:** On Star Road, there are five levels with hidden keys. If you find all these keys, after the last one you will see a warp, which will take you to eight old school levels.

**Change Coins:** If you collect five Yoshi coins in one level, the Yoshi coins will then change to Princess coins.

**Old School Music:** Let the game sit for a few minutes in the special worlds and you will hear the original Mario Bros. music.

**Unlock High Score Menu:** Beat the special worlds and you will have a high score menu.

**Map Warp:** Complete all 96 goals and then push Select on the map screen. This allows you to jump around to different parts of the map quickly.

**Special Logo:** Once you finish the special worlds, a Super Famicon (Japanese Super Nintendo) logo will appear above the special worlds map. Use the L button to set it!

TONY HAWK'S  
PRO SKATER 2

## Button Codes

Enter the following tricks from the main menu screen. You will hear a sound and the wheel will spin around when you enter these codes correctly.

## Cheats Opened

Hold the R-Shift button and press B, A, Down, A, START, START, B, A, Right, B, A, Right, A, Up, Left. Now access the Options and the Cheats option will be available.

## Smiley Face Blood

Hold the R-Shift button and press START, A, Down, B, A, Left, Left, A, Down.

## No Blood

Gold the R-Shift button and press B, Left, Up, Down, Left, START, START.

## Constant Zoom In and Out

Hold the R-Shift button and press Left, A, START, A, Right, START, Right, Up, START.

## Unlock Spider-Man

Hold the R-Shift button and press Up, Up, Down, Down, Left, Left, Right, B, A, START (Spider-Man will be available from the Select Skater screen in Free Skate and Single Session modes).

## Level Select

Hold the R-Shift button and press A, START, A, Right, Up, Up, Down, Down, Up, Up, Down.

## Level Select and Lotsa Money

Hold the R-Shift button and press B, A, Left, Down B, Left, Up, B, Up, Left, Left.

## URBAN YETI

## Secret Menu

Are you ready to Yeti? If you're addicted to this bizarre game but are having trouble servin' up burgers at the soup kitchen or herding all those chickens, then we have a code for you. At the Title screen, select Continue and enter the password TONYGOLD (one of the main madmen behind this game). If you enter the code correctly, you'll have access to a secret menu where you can select your level and the difficulty, and even listen to the game's music and sound effects.

YU-GI-OH! THE ETERNAL  
DUELIST SOUL

## All Monster Codes

## Because we love you.

7 Colored Fish: ..... 2371716  
7 Completed: ..... 86196306  
Acid Crawler: ..... 7756653  
Add Trap Hole: ..... 41356845  
Air Enter: ..... 08333709  
Air Marmot of Nefariousness: ..... 75885523  
Akakid: ..... 38036006  
Akhiron: ..... 36904468  
Alligator's Sword: ..... 64428736  
Alligator's Sword Design: ..... 03366992  
Alpha The Magnet Warrior: ..... 89785935  
Amazon of the Seas: ..... 17968114  
Amoeba: ..... 85174353  
Amphibious Buroth: ..... 40173854  
Ancient Brain: ..... 42431843  
Ancient Elf: ..... 93221206  
Ancient Jar: ..... 81462226  
Ancient Lizard Warrior: ..... 43320671  
Ancient One of the Deep Forest: ..... 14015087  
Ancient Telescope: ..... 17092736  
Ancient Toad: ..... 45867396  
Anselus: ..... 48365703  
Antihorizont: ..... 88040398  
Arb Reigekt: ..... 42364257  
Anti-Magic Fragrance: ..... 58021041  
Appropriate: ..... 48632334  
Aqua Chorus: ..... 85132338  
Aqua Dragon: ..... 86164523  
Aqua Madood: ..... 85639257  
Arrowray: ..... 14708989  
Arms Knight: ..... 36151751  
Armalit: ..... 53513481  
Armed Ninja: ..... 0876207  
Armored Grass: ..... 36868108  
Armored Lizard: ..... 15498589  
Armored Ret: ..... 16246527  
Armored Starfish: ..... 17505588  
Armored Zombi: ..... 20277880  
Axe of Despair: ..... 40619875  
Axe Raider: ..... 40333585  
Baby Dragon: ..... 88819557  
Backup Soldier: ..... 30290114  
Basher of the Light: ..... 61528025  
Baron: ..... 06949573  
Barrel Dragon: ..... 81480480  
Barrel Lily: ..... 67841515  
Barrel Rod: ..... 10478888  
Basic Insect: ..... 89031578

Bazie De	50653103	Cyber Jack	34123618	Fairy Dragon	26315854
Bazie Steer	18246479	Cyber Saurus	55112729	Fairy's Hand Mirror	17653779
Bazie Warrior	55550521	Cyber Shield	63224594	Fairywitch	37160778
Bean Soldier	34880171	Cyber Soldier	44660938	Fath Bird	74588390
Beastking of the Swamps	39426634	Cyber Stain	68015963	Fake Trap	00027001
Beautiful Headchatter	16889664	Cyber-Tech Alligator	46705843	Feral Imp	177457891
Beaver Warrior	32452818	Dancing Elf	55953499	Fiend Kraken	77457275
Behemoth	94022093	Dark Artist	72520073	Fiend Reflection #1	68870276
Ball of Destruction	83555666	Dark Assassin	41940303	Fiend Reflection #2	00863438
Beta The Magnet Warrior	39256679	Dark Chimera	32324088	Fiend Sword	41392891
Bicknibox	25555502	Dark Elf	21417692	Fiend's Hand	52800428
Big Eye	18781837	Dark Energy	24614116	Final Flame	73134081
Big Insect	53606874	Dark Gray	69159338	Fire Kraken	46534755
Big Shield Gardia	65240084	Dark Hole	32129443	Fire Reaper	53581214
Binding Chain	68658240	Dark Human	81057059	Firegrass	53203545
Bo Plant	07670542	Dark King of the Abyss	53376973	Fireyarc	71407466
Black Dragon Jungle King	89329391	Dark Magician	46886414	Fissure	66748016
Black Illusion Ritual	41426383	Dark Rabbit	95621403	Flame Carabus	63862676
Black Pendant	85169794	Dark Sage	32377303	Flame Champion	42599677
Blackland Fire Dragon	87664352	Dark Shade	40196004	Flame Ghost	58528964
Bladeby	28470714	Dark Witch	35565537	Flame Manipulator	34485851
Blast Juggler	70136495	Dark Zebra	56784886	Flame Swordsman	45233177
Blast Sphere	26325252	Dark-Eyes Illusionist	32847752	Flame Viper	02830619
Black Attack	25880422	Darkfire Dragon	17881964	Flesh Assassin	99392582
Black Medicine	29771001	Darkfire Soldier #1	05368481	Flowr Wolf	95952802
Blue-Eyed Silver Zombie	53262433	Darkfire Soldier #2	76886111	Flying Kamakiri #1	81834885
Blue-Eyes Toon Dragon	53183600	Darkness Approaches	80168720	Flying Kamakiri #2	03134241
Blue-Eyes White Dragon	86831139	Dark-Piercing Light	45850208	Follow Wind	96252586
Blue-Eyes White Dragon	80506030	Darkworld Thorns	43502084	Forced Requisition	74923976
Blue-Winged Crown	41396436	Deepsea Shark	28593363	Forest	87430956
Boar Soldier	21340051	Delinquent Duo	44763005	Fractured Panda	98318516
Boh Escapist	21146024	De-Spell	16159413	Fusion Sage	26902560
Book of Secret Arts	91595718	Destroyer Golem	72481154	Fusionist	01641882
Bonzo Dweller	81366177	Dice Armadillo	66803315	Gale Power	56394320
Brachio-Radus	18557529	Dimensional Warrior	37043180	Gale the Dragon Champion	66891339
Braids of Light	29101223	Dice Magician	76444810	Gale The Flame Knight	00389838
Bright Castle	82978489	Disolverock	40825495	Gale Degr	16229315
Burgle	06237941	DNA Surgery	74701381	Gamma The Magnet Warrior	11549257
Burning Spear	18937875	Dokuroku the Grim Reaper	25862881	Garguemo	34536736
Buster Blade	78153831	Doms the Angel of Silence	16972657	Garma Sword	50844184
Call of the Dark	78637313	Doron	00756652	Garma Sword Deth	70577570
Call of the Grave	18070150	Dorover	24149033	Garmecia Elefantis	468989191
Call of the Haunted	37077563	Dragon Captain Jar	50045259	Garoza	14977074
Candle of Fate	67865416	Dragon Piper	55763652	Garnas	66790745
Cannon Soldier	11384280	Dragon Seeker	28562545	Gatakekar	19737320
Castle of Dark Illusions	00862121	Dragon Treasure	01425851	Gazelle the King of Mythical Beasts	05818758
Castle Walls	42409382	Dragon Zombie	56672569	Gemini Elf	69149058
Catapult Turtle	95727991	Dragonness the Wicked Knight	70681904	Genin	45370026
Cessaire	26468266	Driving Snow	06473469	Germ Infection	24698630
Celtic Guardian	91152256	Droding Lizard	94383197	Ghoul with an Appetite	95263975
Ceremonial Bell	28228463	Dryad	54916669	Giant Fiss	41762934
Chain Destruction	01246885	Dunames Dark Witch	12450482	Giant Germ	95178934
Chain Energy	79323580	Dunpeon Worm	51228280	Giant Mech-Soldier	72299482
Chains of Heart	04031528	Dust Tornado	60062869	Giant Rat	90711120
Cherubim the Fire Knight	37421579	Earthshaker	69866277	Giant Red Sasquak	58321645
Circles of Sanctuary	81380218	Eatgoon	42578427	Giant Scorpion of the Tundra	41403796
Claw Reacher	41218256	Eldien	08367785	Giant Soldier of Stone	13039498
Clown Zombie	92667214	Electric Lizard	51824223	Giant Thundae	42703248
Cockroach Knight	33413638	Electric Snake	15352343	Giant Turtle Who Feeds on Flames	68381563
Confraction	17375316	Electro-Whip	37820660	Gift of the Mystical Elf	58299011
Cress Clown	93388756	Elegant Epoptis	90215263	Gigetto	33621888
Crawling Dragon	67494157	Elfs Light	38897277	Giga-tech Wolf	08471388
Crawling Dragon #2	33829377	Empress Judge	15237615	Gilna the D. Knight	51828920
Crazy Fish	53713804	Enchanted Javelin	96355966	Goblin Fan	24146389
Crimson Sunbird	46995580	Enchanting Mermaid	75327895	Goblin's Secret Remedy	11888325
Crow Goblin	37988771	Enfranchising Aerosol	94715515	Goddeess of Whim	87959180
Crush Card	57728530	Eternal Draught	59896826	Goddeess with the Third Eye	53453204
Curse of Dragon	28225943	Eternal Rest	95051344	Gokkora	15367000
Curse of Field	12479447	Exchange	05586886	Graceful Cherty	78671449
Curse of the Dark Ones	22028707	Exile of the Wicked	26721518	Gracful Dice	74137509
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Griggle	95744531
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Onesome Boo	63623423
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Invasion	98374133
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Jigan Bakudan	90020065
Jinco	77585613
Jinco #7	32803211
Jirai Gumo	54773007
Judge Man	30113682
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Kageringen	15401633
Kagurou	8000490
Karyu-Shin	76634148
Kaiser Dragon	84669432
Kamakirimao	66829540
Kaninan Attack	66653271
Kaninmarikozou	15510388
Kaninwizor	41564074
Kankikutsu	84103780
Karate Man	22389381
Karsonale Warrior	54541990
Katapultar	81179446
Key Mace #2	20541432
Killer Naedla	86979991
King Frog	84686941
King of Yamimakai	69455834
Kiseitai	64266839
Kojikacy	01184820
Kotodama	19408822
Koumon Dragon	67724379
Krokodilus	78512652
Kurostoko	56263725
Kurai with Chain	37395993
Kurama	85705804
Kunboko	40404057
Kwarg Hercules	85144193
La Jin the Gane of the Lamp	97590747
Labyrinth Tank	59551425
Lady of Faith	17368178
Lala U-com	60430307
Larvae	94675535
Laser Cannon Armor	37007920
Last Day of Witch	50330453
Last Will	85600118
Laughing Flower	42691272
Launcher Spider	87322377
Lava Battleguard	20394046
Left Arm of the Forbidden One	07592349
Left Leg of the Forbidden One	44519336
Legendary Sword	81864111
Leghul	12472242
Leigun	10538007
Lesser Dragon	55444029
Light of Intervention	82867251
Lightforce Sword	46567034
Liquid Beast	93108297
Little Chimera	56656728
Little D	42525254
Lord of D	17865576
Lord of the Lamp	50510781
Lord of Zama	81618817
Luminous Spark	81177047
Lunar Queen Elzem	62210247
Mabarel	96795934
Machine Conversion Factory	25769732
Machine King	46700124
Magic Jemmer	77414722
Magic Thorn	53118267
Magical Ghost	46474915
Magical Hats	81210420
Magical Labyrinth	64388297
Magic-Arm Shield	56000713
Magician of Faith	31561008
Maha Vaido	93013676
Maiden of the Moonlight	75625370
Major Riot	06074847
Malicious Nuzzler	55557615
Mammoth Graveday	40374923
Man Eater	92653943

Man-Eater Bug	54852290
Man-Eating Black Shark	80727036
Man-Eating Plant	89129493
Man-Eating Treasure Chest	13723605
Manga Ryu-Ran	38361940
Marino Beast	29328632
Masako the Swordsman	44297259
Mask of Darkness	28933704
Masked Sorcerer	10889128
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Mavels	59036572
Mechanical Snail	34442549
Mechanical Spider	45688568
Mechanical Chaser	07350741
Meda Bat	76211194
Mega Thunderbolt	21817254
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Megawaler	75390004
Mectio	53832650
Mesmeric Control	48542504
Messenger of Peace	44856491
Metal Detector	73644620
Metal Dragon	03263807
Metal Fish	55599462
Metal Guardian	68338286
Metalmorph	68840268
Metalose	50705071
Millennium Golem	47186355
Millennium Shield	32012841
Milus Radiant	07485323
Mirror	32536892
Minomushi Warrior	49864567
Mirror Force	44005762
Mirror Wall	22395950
Misuzumame	231718416
Molten Destruction	19384334
Monster Egg	36112917
Monster Eye	84133008
Monster Reborn	83764718
Monster Tamer	57812388
Monstrous Bird	35712107
Moon Envoy	45908477
Moony Curry	59574572
Morphen	55784832
Morphing Jar	33508719
Morphing Jar #2	79106360
Mother Grizzly	57838750
Mourning	50913601
Mountain Warrior	04331562
Mr. Volcano	21477025
Muka Muka	46857337
Mushroom Man	14181608
Mushroom Man #2	53306408
Musicien King	58907389
M-Warrior #1	56342351
M-Warrior #2	52734435
Mysterious Puppeteer	50438121
Mystic Horseman	68516705
Mystic Lamp	99045915
Mystic Plasma Zone	18101788
Mystic Probe	02525811
Mystic Tonote	83011277
Mystical Capture Chain	63151678
Mystical Elf	15924848
Mystical Moon	26967378
Mystical Sand	32751480
Mystical Sheep #1	30454386
Mystical Sheep #2	83454269
Mystical Space Typoon	05388638

Needle Ball	94230224	Right Arm of the Forbidden One	70503634	Steel Scorpion	13593884	Tail of Nightmare	77827521
Needle Worm	81843829	Right Leg of the Forbidden One	70524921	Steel Shell	02370031	Tribute to the Deceased	79753891
Negate Attack	14315573	Ring of Magnetism	20456034	Stim-Pack	95225447	Twiprize Beast	49424229
Nekogal #1	01716103	Riyoku	34016756	Stone Armadillo	63432835	Turtle Tiger	37313348
Nekogal #2	43352512	Rising Air Current	45778932	Stone Ogre Grotto	10023395	Twins Long Rods #2	28922922
Nemurui	90953408	Rising Ocean Snake	18066538	Stop Defense	83102017	Two-Headed Fire Dragon	78804272
Neo the Magic Swordsman	59930591	Robbin' Goblin	82779736	Stuffed Animal	71056263	Two-Headed Thunder Dragon	54752875
Nimble Monaga	22567689	Rock Ogre Grotto #1	58846917	Subcutis Knight	55291359	Two-Headed King Rex	94119374
Niverton	07850539	Rock Ocul	51958608	Summoned Skull	70781052	Two-Mouth Darknail	57305373
Noblemen of Crossout	71044499	Reet Water	38064803	Supporter in the Shadows	41424226	Two-Pronged Attacker	63887386
Noblemen of Extermination	17440108	Reise Spectre of Dunes	32485271	Swamp Battlegear	40453785	Tyhone	72842870
Numinous Healer	02138625	Royal Decree	51452091	Sword Arm of Dragon	13080936	Tyhone #2	96789375
October	74837266	Royal Guard	38229728	Sword of Dark Destruction	37120512	UFO Turtle	60803437
Octubear	86988138	Rude Kaiser	26376159	Sword of Deep-Seated	58495334	Ultimate Offering	80804931
Ogre of the Black Shadow	45121025	Rush Recklessly	70046172	Sword of Dragon's Soul	81405955	Uma	22702055
One-Eyed Shield Dragon	33064647	Ryu-Kashin	15380296	Swords of Revealing Light	72302403	Uminaka	62993629
Ooguchi	53861941	Ryu-Kashin Powered	24611934	Swordsmen from Foreign Lands	85295559	Unknown Warrior of Fiend	57362116
Ookao	19523939	Ryu-Ran	02384201	Swordstriker	50006633	Upstart Goblin	70368979
Orion the Battle King	02171600	Saber Slasher	73911410	Tailor of the Flocke	43641473	Urslay	01784619
Oscillo Hero	82095276	Saggi the Dark Clown	5660787	Tainted Wisdom	26725024	Ushi Oni	48843353
Oscillo Hero #2	27342313	Salandrina	32288901	Tekniknos	44073669	Valkyrie the Magna Warrior	75347375
Painful Choice	74191942	Sand Stone	73061941	Tokuhee	03170832	Vermillion Sparrow	35752363
Pale Beast	21283083	Sangin	26282165	Tee the Charter	46247518	Versago the Destroyer	50259460
Pandora Warrior	42025044	Sea Kamen	71744642	Temple of Skulls	03022302	Vile Gears	39774685
Panzoying Potan	50152549	Sea King Dragon	23659124	Tenderness	57355140	Violent Rain	91042337
Pearlita Parasole	27911549	Seal of the Ancients	97806599	Terra the Terrible	63008047	Violet Crystal	15052462
Perrot Dragon	62786286	Sebek's Blessing	22534443	The 13th Grave	00002084	Vishnu Randi	78556320
Petrol Robo	76775123	Sectarian of Secrets	15557060	The Bewitching Phantom Thief	24348254	Vorse Raider	14838966
Peacock	20624263	Seal of the Thousand Hands	23401838	The Bistro Butcher	71107816	Waboku	12807053
Pendulum Machine	24433820	Seven Tools of the Bandit	03819470	The Chemical Coffin	41162615	Wall of Illusion	13249283
Penguin Knight	56038163	Shadow Specter	45675313	The Drake	08944575	Warrior Elimination	90873982
Penguin Soldier	63820745	Share the Pain	59830749	The Eye of Truth	34684160	Warrior of Tradition	56413937
Petit Angel	38142738	Shield & Sword	52967635	The Fate of Summoning Dragon	43873174	Wasteland	23424003
Petit Dragon	73535854	Shining Fairy	62589349	The Forceful Sunray	42628885	Water Element	03373247
Petit Meth	50182742	Shovel Crusher	71956063	The Furious Sea King	18710707	Water Girl	55014050
Polymerization	24094953	Silver Bow and Arrow	01557459	The Immortal of Thunder	84826738	Water Magician	53343834
Pool of Greed	55144522	Silver Fang	90357060	The Inexplicable Spy	81820689	Water Omotes	02038011
Power of Kaishin	77027445	Sinister Serpent	08311771	The Little Swordsman of Aile	25108890	Waterdragon Fairy	66036598
Practical	33698940	Skengelg	68914662	The Regulation of Tribe	00286499	Weather Control	37243151
Premature Burial	70828912	Skorgin	32358628	The Reliable Guardian	16430187	Weather Report	72053645
Prevent Fall	00549481	Soul Dice	09126218	The Shadow Grave	43434993	Whiptail Crow	91986094
Princess of Taurini	51377301	Soul Red Bird	10202884	The Snake Hair	29481031	White Hole	43807744
Prism	30234361	Soul Servant	32274490	The Stern Mystic	87557188	White Magical Hat	15150365
Prohibition	43711255	Soul Stalker	54844890	The Thing That Hides in Mud	18180762	Wicked Mirror	15150371
Protector of the Throne	10097456	Soulbird	08327462	The Unhappy Maiden	51276027	Widespread Rumor	77754944
Psychic Kappa	07892180	Sleeping Lion	40280834	The Wandering Doomed	93788654	Windstorm of Etiqua	59744639
Pumping the King of Ghosts	19515212	Slot Machine	03787883	The Wicked Warm Beast	66085799	Wing Egg Eil	96852704
Punished Eagle	74703040	Snake Fang	09566051	Three-Headed Goats	78423463	Winged Cleaver	39175982
Queen Bird	73081860	Snakeyoshi	29862394	Three-Legged Zombies	33734439	Winged Dragon, Guardian of the	
Queen of Autumn Leaves	04179849	Snatch Steel	48666603	Thunder Dragon	31708629	Fortress #1	87796930
Queen's Double	05904940	Sogen	86318336	Tiger Ace	45919127	Wings of Wicked Flame	82946265
Ragdoll	12580477	Solomon Judgment	41420027	Time Machine	80887696	Witch of the Black Forest	78010083
Raimon	56260110	Solitude	84794011	Time Seal	35316708	Witch's Apprentice	80041828
Rainbow Flower	21347810	Solomon's Lawbook	23471572	Time Wizard	17525222	Wily Phantom	36304921
Raise Body Heat	51267887	Sonic Bird	56471778	Toad Master	62671448	Woden the Resident of the Forest	
Rare Fish	80518007	Sonic Maid	38942059	Toxig	33878331		42883273
Rare & Temperature	89309439	Soul Hunter	72850710	Toll	82003859	Wood Romance	17733394
Reaper of the Cards	33066138	Soul of the Pure	47852924	Tomozunes	46457056	World Suppression	12253177
Red Archery Girl	69578696	Soul Release	05758500	Tonyo	66572024	Wood Warner	69700536
Red Medicine	39189866	Sparks	76180675	Toon Alligator	55930341	Wretched Ghost of the Aile	17238333
Red-Eyes Black Dragon	74877422	Spear Cretin	58513308	Toon Mermaid	65458948	Yado Karu	26380132
Red-Eyes Black Metal Dragon	43458004	Spellbinding Circle	18807108	Toon Summoned Skull	91842953	Yakuba Robo	10319429
Reinforcements	17814387	Spice Seadra	85326399	Toon World	15299703	Yamatotaro Dragon Scroll	76704943
Rikkingashid	64834166	Spirit of the Books	14057717	Tonko	80813032	Yami	59971919
Remove Trap	51482758	Spirit of the Harp	63770678	Total Defense Shogun	75372239	Yanzao	71293811
Respect Fish	08915260	Star Storm	01232861	Trakidon	42348802	Zania	30009452
Restructure Revolution	99518661	Star Boy	08262190	Trap Hole	40306934	Zoro	24313732
Reverse Trap	77822386	Steel Ogre Grotto #1	29172562	Trap Master	46461247	Zomba Warrior	31332850
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